

£1.95

What They Learned

EXCLUSIVE!! MURDER DEF DEATH!

OVER 20
PAGES OF
GAMES!

3



If there's no tape on this cover, ask the Newsagent where the blinking flip it's got to!

7

3

FREE GAMES



CONTENTS · YC AUGUST 1990

REVIEWS

FULL PRICE

- 8 Murder (PC Fun One)
- 11 Manchester United (YC Fun One)
- 16 Kenny Dalglish Soccer Match
- 20 Evelyn Hughes Arcade Quiz (PC Fun One)
- 35 Omni-Play Horse Racing
- 39 Klax (YC Fun One)
- 40 Asteroids - All Time Favourites
- 44 Galaxy Force
- 46 Italy 1990 (YC Fun One)
- 52 Might and Magic II (YC Fun One)
- 54 Dynasty Wars

57 BARGAIN BUCKET

- Allians (US Version)
- 19 Boot Camp
- Andy Capp
- Concert Rockola (YC Fun One)
- The Double Scooty
- Thomas The Tank Engine (YC Fun One)

ON THE TAPE

12 PHOBOS

13 LIMBO

14 FROGS IN SPACE

This is our seventh YC hot tape and we've got three excellent games that have only ever been published before on our sister title *Computer Disk User* (priced £2.75) from the place you bought this - is that ping pong enough Pault? Although only ever on disk, *Hot Tape* users get a chance to play original games of such a high quality.

FEATUROONIES

22 THE PERILS OF PROGRAMMING

So, let's you want to be a programme, but you've got no code, no talent, and no game... Ex, I think you've got a problem.

49 PAINTING THE TOWN RED

The YC team take on a bunch of 'colleges from *Empire* as Kibbles' measured political kickapoo.



MURDER - The Cover game, and a shockingly good one it is. You get a chance to wander around an Elizabethan mansion questioning people about their love lives, eating habits, favourite activities, and movements (sound, it's a bit like playing a company profile!)



KENNY DALGLISH SOCCER MATCH - Could this be the best football game ever? ... No, not a chance. If you want a good tough kick at the netmashots and you'll be rolling around on the floor for ages (a bit like an Italian Pollock).

REGULARS

3 BUT FIRST THIS

Pit has his day. Do we listen? Do we care? Pleasantly!

4 DATA

All the news and other completely irrelevant information you could ever want.

12 FLAMEHEAD

At last! The official, undisputed origin of the man with asbestos hair grips.

25 POST APOCALYPSE

Posty looks at your letters and some of the funniest clips from the readers' surveys!

31 SCUM OF THE EARTH

Trip, violence, abuse, and demonization, what more do you want?

42 OOOOOOO

Reviews, poplites, news, etc., of anything that doesn't load into your 64.

POSTERS



31 *The Spy Who Loved Me* (Domestic)

32 *Hannibal* (Activision)

34 *Murder* (US Gold/YC)

35 *Back To The Future II* (Microsoft)



THE ULTIMATE CARTRIDGE COMES OF AGE!

ONLY

£34.99
POST FREE!

NOW

Action REPLAY Mk VI

THE ACTION
DISPLAY IS A
WORLD'S FIRST
GRAPHIC PROCESSOR
FOR COMMODORE
64 COMPUTERS

THE MOST POWERFUL, FRIENDLY AND FEATURE PACKED UTILITY
CARTRIDGE EVER CONCEIVED!

- **Super 3D Loader** - Load 3D block programs in under 8 seconds - world's fastest and easiest loader. On-board RAM and ROM achieves high loading speeds. Works with 1941, 1971, CoCoRom, etc.
- **PRIVATE LIVES/DEATHS** - Advanced infinite loops! Very easy to use, works with many programs. No user knowledge required.
- **PROF MACHINE CODE MONITOR** - Full 64K Processor Monitor - examine ALL memory, including stack, IO ports and registers in their frozen state. Useful for re-debugging or just for fun!
- **SPRITES CONTROL** - Freeze the action and view the sprites - create the animation - customize your games - full sprite editor.
- **FREEZER FACILITY** - How you can make your old slow loading programs load faster. Simply freeze the action and save to tape (either to speed, independently of superfast speed - no more waiting for programs to load).

- **DISK COPY** - Copy to tape disk file copies. Much faster than conventional methods. Useful for back-uping up data disks.

- **TYPE TUTOR** - This feature will assist Turbo Pascal in the programmes that you have to type - no user knowledge required.

- **PART EDITOR** - Format an entire disk in about 15 seconds - no other competing editor.

- **INTERVIEW EDITOR** - Print out your Interview screen to printer - easy 64K, 160K, 800K, 1600K - very versatile.

- **DATA EXTRACTOR** - Print parallel printers. Also Epsilon, etc. Print out listings with graphical characters etc. (Code required for parallel ports C12, 16).

- **NUMBER EDITOR** - Edit your own with the editor freeze (freeze with this last editor) - change names on high scores, etc. Great fun!

- **EXTENDED Toolkit** - Many single stroke commands for Load, Save, Dir, etc. Plus range of multi commands, i.e. Auto Number, Del, Delete, Merge, Append, Linebreak, etc.

GRAPHICS SUPPORT UTILITIES DISK

DISK EDITOR - Write over thousands of colours in a white screen freeze display.

SCROLL UP - Unique utility allows you to take any part of a picture & move it up to full screen size.

SPRITES EDITOR - A complete sprites editor that lets you to create and edit sprites.

MESSAGE MAKER - Any message displayed with Action Replay can be created with a graphics processor with the format like a following screen message with icons.

ONLY £9.99

THE REVIEWERS SAID...

"The ultimate, powerful and totally impressive. This is easily the best value for money cartridge. THE COMPUTER AGE."

COMMODORE 64X USER

WARNING: 1988 COPYRIGHT ACT: WARNING

International, national and regional copyright laws prohibit unauthorized reproduction, distribution and public performance of copyrighted material. The illegal distribution of copyrighted material is a violation of applicable laws. The illegal distribution of copyrighted material is a violation of applicable laws. This copy is for your personal use only. Any other use without the prior written permission of the copyright owner is illegal.

HOW TO GET YOUR **Action REPLAY Mk VI**
TELEPHONE (24 Hrs) - **0702 744101** - CREDIT CARD ORDERS

WE WILL REBATE YOUR POSTAGE AND PAY A REFUND OF £1.00

FOR EACH CARTRIDGE PURCHASED. (EXCLUDING POSTAGE AND PAYMENT OF £1.00)



DATTEL ELECTRONICS LTD.

GOWER ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 0RS, ENGLAND

TECHNICAL CUSTOMER SERVICE 0702 744102



August 1990
(Or late July 27)

VC
AlphaVille Publications Ltd
20 Pottery Lane
John Farn
Milton Keynes, MK11 3HF
Tel: (0908) 566818
Fax: (0908) 566819

Publisher
Hasthorne Matij

Editor
Rik Henderson

Consultant Editor
Graunt Cooke

Games Editor
Anthony Cotter-Carne

Technical Editor
Paul Fries

Designer
Helen Saunders

Contributors
First Apocalypse, Jeffrey Davy,
Dobri Eugene, Purple Hollow,
Bevery Gardner, Kali Harmon,
Alan Lathwell, Cam Smith,
Mr Spain.

Advertising Manager
Dolores Rummens

WZ is a monthly magazine appearing on the third Friday of each month. No part of this magazine may be reproduced, stored in a retrieval system or transmitted by any form or by any means, electronic, mechanical, photocopying, recording or otherwise, without the prior permission of the publisher.

Subscription Rates are £23.40 UK,
£30.50 rest of Europe, £39.20 Far East,
£59.30 Middle East, £54.20 Rest of the
World. Annual Places on request
from WZ Subscriptions Department,
Reed International Ltd., 5 River
Park Estate, Birkbeck Road, Harrow
HA4 1RL, UK. Subscription Agent:
West End Worldwide Publications,
4311 West 20th Street, Torrance
CA 90506, USA.

Cover by Cam Smith

© 1990 AlphaVille Publications Ltd.
ISBN 0908-0277

But First This...

Did you notice that something was missing in your lives for just one month? Was there a big gap? Did you suddenly arrive with your job gaping open in a dull numbered? Well, I can solve your mystery illness with a few select words: "we missed a month". I hope that's answered your question, no more letters to Arthur D. Charles, "But", I have you say, "Why?"

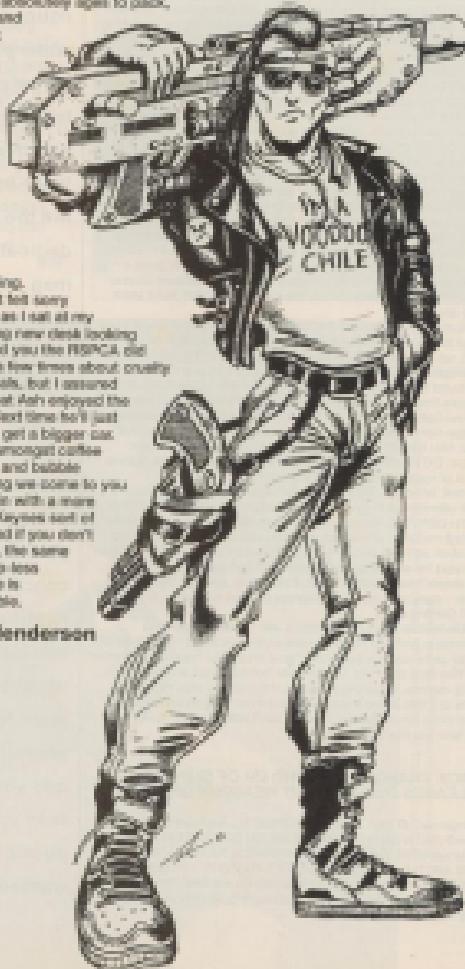
Go and look at the masthead, and in particular the address. Go on, I'll wait here... Turn... Turn... To... Turnaround... Right, notice anything different? Yes, we've moved, no more Hanned Hempead for us moving reporters, no more, hello Milton Keynes, and hello new publisher. "But" you say again, "This will doesn't answer why you missed a month?"

Ah, but it does, you see we had so much stuff to move that it took Ashley absolutely ages to pack, clean, and unpack.

everything.
I almost feel sorry
for him as I sat at my
sparkling new desk looking
in, raised you the RSPCA, the
phone a few times about cruelty
to animals, but I assumed
that Ash enjoyed the
work. Next time he'll just
have to get a bigger car.

So amongst coffee
cheers, and bubble
wrapping we come to you
yet again with a more
Milton Keynes sort of
mag, and if you don't
enjoy it, the same
knee-caps less
violence is
applicable.

Rik Henderson



e
d
i
t
o
r
i
a

THANGS TO COME

A look at tomorrow's new releases - yesterday.

In 1988, it's cool and it's a stroke for truth, justice and the non-toxic American way. *SHADES OF BLUE* is a rather new approach to the problem of drug abuse. The president of America has just issued an F-14-LIKE-WEED-OUT plan to wipe the drug busters from the Earth's surface. Armed only with your wits, lots of stinkin' arms and the plan, you must attempt to do just that. Cool that is, given an announcement with could could be released in August. And there you are. Available from US Cadet at £19.99 on cassette and £14.99 on disk, hopefully as you read this.

Poofy games seem to be clearing up on the new releases front, partly, and because *Conspiracy 2000*'s police make it to the series in most of them. It's now they could join the lot. Look, and for *POLICE 1990* coming you're now both the *Covert Agents*. Apparently this programme is trying to make the game bigger in size if it's too hard when they release it. If you know about it then.

Following on the huge success of their project *Assassination*, *Mastermind* through *Wind Images* are working on *1990*, *1991* and *1992*. The big reviews around the crazy professor Potts, who has to go back in time and alter the destiny of *Assassination*, are indicating the product will not be out as big as *Assassination*. As usual, £19.99 and £14.99 on cassette.

The long-awaited *STARSHIP 2000* will soon be available from the *Pixelsoft* lot. This 3-D raster sheet display has been around for ages on 18-bit computers and 32-bit owners might the land have been impotent for you. You'll only have to pay for the another couple of weeks. Then you can blinggle to your hearts content. The original *STARSHIP* graphical base used so you can expect the sequel to knock this into last century.

Blah with up come and about up you go. They don't actually, because the most popular type of game since the year dot is not being re-issues, re-arranged or redesigned in the hope of passing the fans of the game (and getting some more out of them). The latest incarnation to appear on the list of this horizontal shooting, cult-classic *POWERS UP* from *Impressions*. And play good it looks like. If you are to believe everything that the software houses say about their games (which of course you shouldn't, but it looks good anyway).

Autogamer Software have been terribly busy lately, as well as us. *EXCISEUR* (not) review the sequel of *BLAZER* (HIGH-HEATED APPROX) *BLAZ*, we can have revised another great game coming over way in the shape of *HEAT SEEKER*. No, despite the potential for a *background* simulation, it's got nothing to do with consuming lots of paper when throwing it up on various odd robots. No, this game involves *blaze*. Where have I heard that before? Well, this particular hell has nothing better to do than kill lots of monsters. More *heat* issues. After from the *Autogamer* comes their first ever *arcade* game, *DEFENDER 2000*. You have to be a subscriber-aea from an attack of many insects. *Blah* coming soon.

Final. What with *POWERS UP* add-ons are forthcoming as much attention as possible. This summer *FIRE & FORGE* (THE DEATH CONVENTY) comes what? You see this plot of an all-powerful control machine, which basically gives you licence to kill, man and much as many people as possible in as short a time as possible. Who said life was doo doo and messy? And why should it be any less simple? And the end? *It breeds an amazing *blaze**: yes *blaze* - musical scores, 3-D graphics and that animation. So what now? Coming soon.

Microstar announces a license with the cool people from *Universoft* to produce home computer versions of the classic *MR DO!* As this game has my personal all time favourites, I hope for their sake that they do a *classic* job. The *Mr. Do!* has to run around mazes, eating cherries, increasing points, pushing apples and *creatures*! Heads or if that doesn't work, shooting them with his crystal ball! Good cheer for you the run. I for one can't wait to see it. About time *Mr. Do!* and *Universoft*.

QUICK THANGS - A ROUND UP OF SUMMERY RELEASES DUE WITHOUT REASONS OR DETAILS

Hyperquest/FAT TMR - *Millennium/DALIBOR II* - *Autogamer/DOOM*... *Hyperquest/DOOM* and the *DOOM* COLLECTION... *Thalion/HEAT SEEKER*... *Microstar/BACK TO THE FUTURE* & *FINAL BATTLE*... *CodeMaster/LITTLE PUFFIN*... *US Cadet/STARSHIP STREET*... *Electronics/Collector's Item* - the top finds from the arcade machines that will be mounting, so now your business really can look like an arcade!



WELCOME TO THE NEW LOOK YC

As you may have noticed, YC has undergone major surgery, and the team think that it is a darn sight more 'user-friendly'. We are the only OEM dedicated games mag., and we're jolly well proud of it too. This is a new era for the magazine with bigger whatzits than any other, so

with a new publisher, the concrete splendor of Milton Keynes, and a few NEW members of the YC team. Forget the (yawn!) other rags and you'll get more than you could possibly have wanted from us!!!

CRUISE INTO THE SCENE

Watch out girls. Tom's here, although there's absolutely no need to stick your fingers down your throats as there is a game coming based on his latest film *Days of Thunder*.

Days features the exploits of our Tom as he strives to win the ultimate Stock Car race at Daytona, and the *Comedy 84* version will be written by *Thrax* Ltd., famous for the excellent *Italy 1990*. It should be available around October, a short while after the film's release.

THE CROWD GO BANANAS

Krisalle, the company that put *Yoo* into *Manchester Yoo-ited*, is to hit us with another loopy game in the shape of *John Barnes* heel, probably in a box-soft-of shape really, but you get the grasp of it!

The England man, who has one more season left on his Liverpool contract, will be roaring into your shops around the start of the footy season.

ARTS' SPARKS (AND BODY PARTS)

Rainbow Arts, the company behind the two excellent hits *X-Out* and *Turrican*, is at it again, but grab for the bucket as its latest is a new step in the sickeningly cute wave.

Apprentice is a platform game with a touch of adventuring to be done, all in the mould of the Japanese-style arcade games. The hero this time is a small wizard who must progress from level to level solving doohies, and unlocking cojoneslips. It is all done in the most possible way and we

at YC are waiting in eager anticipation to see if it's any bit as good as Rainbow Islands and Flimbo's Quest (the cornerstones of the genre).

LEISURE SUIT LARRY HITS THE BIG TIME

Erstwhile industry personality, and hairy dude, Larry Sparks has been promoted to European marketing manager of Activision (UK) Ltd. This comes as no surprise, although YC wonders if he'll still be doing his tea round in the Reading based offices. ESR



With the rest book out his school game became his main pastime in front right. The wonderful *Barney Bonus* is set to hit the computer market.



ESF

TWO DOWN (BUT WITH INJURY TIME BEING PLAYED)

The major shock of the computer world (for the minute, anyway) was the recent demise of both Tynsoft, and Grandsum. Both companies have had their ups and downs in the way of releases and both have felt the bite of a particularly savage Spring.

This means that neither company will release any impending titles, although Thalion (the German based company, whose sales and marketing were being performed by Grandsum) is to continue to release product in this country through US Gold. And Hornsoft is currently seeking another company to take over the sales and marketing for its Elvira game.

Our immediate concern though is, who's going to run the charity footy match this year, eh?

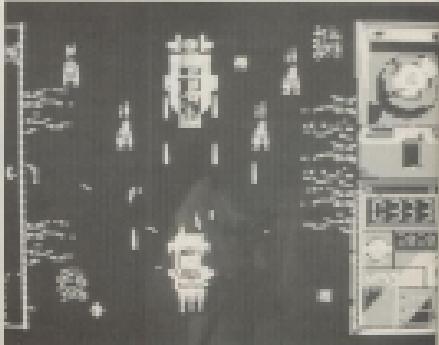
MOORE OF THE SAME

To continue the tradition of game releases featuring Britain's best loved (and more promiscuous) spy, Domark has *The Spy Who Loved Me* coming out in September. There is some nostalgia attached to it as it was the first Bond movie that Rik



saw in the cinema, and even then, apparently, the projector broke down and he got his money back after only seeing the first half. The game though, should not be as tragic considering the track

record of recent Bond games, although those who remember *A View to a Kill* may tread a little lightly.



CHEATS ALWAYS PROSPER

Hot Shot

Entertainments has launched a new way for you to spend uncanny amounts of cash, in the way of one of those 0898 numbers. This one though could be the bane of many a stuck gamester.

The Megatip
Gameline promises to deliver the hot... secrets of the latest games, although it will cost you 25p per minute at cheap rate and 50p per minute at any other time.

We'd recommend that you use our Scum of the Earth pages to find out the solutions to your probs, it's a lot cheaper, but if you're adamant (Not if your Adam Anti) try ringing 0898 299298. There'll be a report in a later issue about lines like this...



THROUGH THE KEYHOLE...

The first YG reader to guess correctly the game company whose office that these shots were taken in [there are eleven] will win loads of software (ESB, worth £60), send your entries to: Dr. What's a Grubby Office Compo, TC, Alphaville Publishing Ltd., 20 Potters Lane, Kim Farm, Milton Keynes MK11 2HF.



CALLING OUT FOR A...

Heroes is a new compilation that features two great games, one medieval, and a steaming planet posse if ever we saw one. I'll leave it for you to decide which is which but beware of Austrian... musclemen with unbelievably long surnames.

Containing Licences to Kill, Barbarian II, The Running Man, and Star Wars, the

Compy 64 version will set you back £14.99 for the cassette version, and £19.99 for the disk.



THE DREAM TEAM

Just what the hell were the winners? Who do they think they are telling you what games are good, and what's not? Why do they all have extrapolated themselves?

We don't know the answer to the last one, but there's a guide to the others...

Mr "Pain" Henderson - Editor

Rock favourite kind of game-like thing is undoubtedly family management games. He does like the occasional home management game too, just not the ones requiring lots of time on them. Day and a few of the older school ones-ups. He loves selling jokes, and especially old ones in ever-colder areas in these ways when not doing so.

Adrian "Ruffus" Collier-Cohen - Games Writer

There isn't a game on this planet that isn't worth a look. Being fast and selling games seems to be the personal forte. He used to earn an income, but claims "there's a lot better since YG sent him on the last complete 'unpublished' course". Now he speaks at lots of his home writing going "grrr".

Barry "Bugs" Bishop - Columnist

Barry is a PR master from Redlegged and Son, as he knows what's going down when it comes to press. Budget games seem to have more former television licences, and on YG payments-one doesn't always work out only.

THE SKOREBOX

Each game is given different ratings in the form of a wonderful beauty contest, putting the judge off the 'M' in order to make it more non-homosexual.

- Smoothie** (out of 10) - This is what we think the game needs in presentation wise and graphically.
- Smash** (out of 10) - Does the music grate? Do the sound FX come across as realistic?
- Hi Factor** (out of 10) - This is what we think the instant appeal of game is like. Does it grab your attention straight away? If so it has to get 100%.
- Smart-life** (out of 10) - How long will the game stay in your mind? Minutes? Hours? Days?

Overall total of 100 - This is the personal rating given by the reviewer of how good they think the game is.

86-90 - This game is so phat that the only reason anybody would ever want to see it is for novelty value.

80-85 - Incredibly cool, and not interesting the slightest. Watch them and then just forget the general idea of what's going on.

84-88 - Not terrible, and probably somebody's cup of tea, although overall nothing else no paper here.

78-82 - A good game otherwise, just not that cool. You had to work these ones out in the shop before you buy them.

68-72 - Oh did I say immediately, these games are hot. Sorry in fact that you'd be better for taking them into a room-protecting area. Any game selling this score are considered an PC Averages (the PC test of recommendation).

50

For games that

haven't got the

rating, and any game

as ever got this

rating, or the

ones that

anybody could

give 100-105

coming 94.

70-74 - When a game

the good comes

around because

all the games

in the shop

seem to be

similar around

and looking

like complete

skorebox



overall

84



MURDER



US-GOLD -
£9.99 Tape,
£14.99 Disk

Rik extracts his magnifying glass from his breast pocket and searches for clues in this latest grisly game from the Mystery company.

I've always had my doubts about sleuths like Jessica Fletcher, Hercule Poirot, and even dear old Miss Marple, because everywhere they go there seems to be a murder. If I had my way, I'd lock them all up and the world would be a jolly safer place, but then there'd be no mystery to solve, and we can't have that, can we?

In fact there is nothing quite like a good bit of sleuthing and murder to emphasise that it is a game that takes the nose of Clueless and expands upon it billions of times, as much as that the game contains nearly 3,000,000 different reactions and solutions (lots of endless right mechanics). This is due to the options page of the beginning of the game. In a newspaper-like display you can change the case of the murder, the name of the house, the type of house and the difficulty level, each one has an effect on the murder itself. You can also choose the features of your murder house, in pixelated fashion, but the only effect this has is to come up with a name for you.

Once done it is time to get down



The probably tripped over, stupid old car!

to business, and you have only two hours before the rappers come to sort out the mess themselves, thereby spilling all your spelling fun and halting another best selling novel. You start in the room of the murder, which is shown in a 3D



I did not, I tell you!

perspective, similar to that used on such classics as Head over Heels and The Great Escape, but you will find immediately that this game has nothing in common with any of those.

All the controls in the game are run by joystick, via handys mice scattered around the screen. Even movement is done by moving your pointer (not it says Jenkins) to your destination and pressing the fire button. Pressing the space bar however changes your pointer into a

Fax

Yuck!

Sweeny Todd was best known for his so-called 'pork' pies. It was later discovered that the secret ingredient that had made them so tasty were unsuspecting customers that visited his barber shop for a trim round the back. The police finally discovered his scam when a pork pie was found containing the ring of a missing person.

R !



Fax

From Killer to Murderer

The designer of *Murder* is none other than Jason Kingsley, who is better known for performing the graphical sequences for Adamski's *Killer* video. He is also a published author and is currently acting in a film with Michael Palin.



therefore getting their fingerprint. You can also accusation all the guests and staff in the house by pointing your spy glass at them and selecting the Question icon (makes sense really). This brings up a new screen with more icons on it, and using a small amount of memory and changing you can get them to tell you all that they know about everybody, everything, and everywhere. Each answer that you give, if you think it interesting, you can store in your notebook, which once called up will have every piece of information listed in different categories. For example if Mr. Gordo Blundin says that Mrs. Hilda Blundin was blackmailing the victim, then that information would

do not get lost. There is a map available to you when you choose the tour level.

When you feel you know what object was used in the murder you can pick it up and confront the murderer with it, this will result in the newspaper showing up again with either congratulations for the super sleuth, or a story announcing your suspect's innocence. If you feel though, you can always choose that same murder again as they are not reusable.

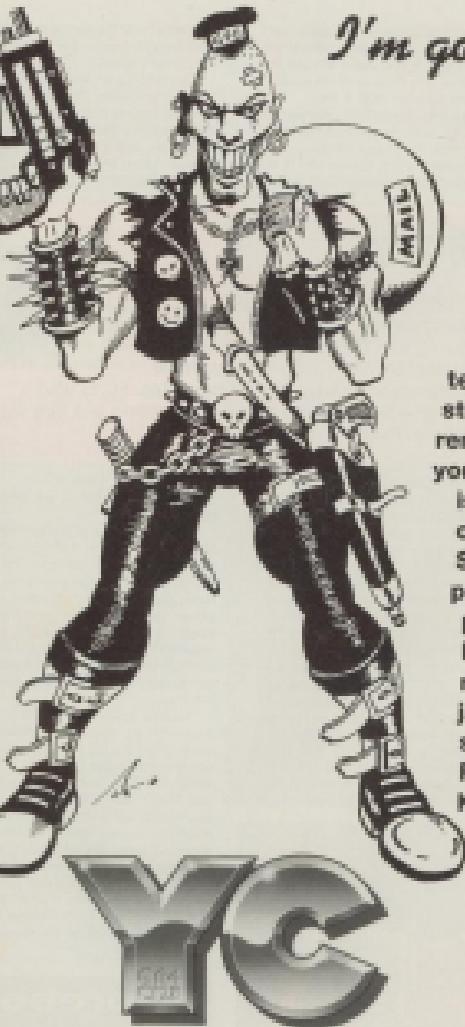
Murder is an easy game to understand, and the black-and-white graphics for the movement screens create just the right atmosphere. This is not everyone's cup of tea, due to the complexity of each separate murder, and even the simplest one will take a fair while to work out correctly, let alone 3 million of them. For those though with more intelligence than a pot of poppies, and are willing to take it when they play games, this is THE game to play. Murder should well be the top game of 1995.



• [View details](#) [Buy now](#)



POST APOCALYPSE



*I'm gonna make
you an offer
you better
not refuse!*

YC the fun one and Post Apocalypse have teamed up to make you a stonkingly good offer - remember those cassettes you missed on our earlier issues - well now's your chance to get them. Simply send a cheque or postal order for £3 made payable to Alphavite Publications and you will receive two cassettes jam packed full of stonkingly good games - Flimbo's Quest, Finders Keepers, Kentilla, Logic, Microdot, Rainbow Chaser, Spots, plus instructions. . . and much more from your Maniacal Mailman.

YC

Please send me 2 cassettes of games.

I enclose my cheque/postal order for £3 made payable to ALPHAVITE PUBLICATIONS LTD.

Or debit my Access/Visa Number

Expiry Date

Signature

Name

Address

Postcode

Allow 28 days for delivery

1000

MANCHESTER UNITED



KR001115 -
£29.99 Tape,
£14.99 Disk

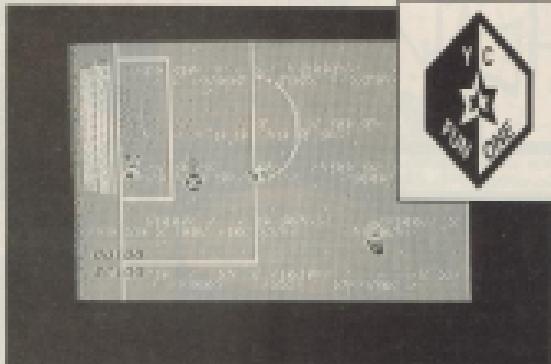
You may be wondering why a Liverpool supporter like RIK is reviewing a game with Man Uo as its title. So is this...

I dislike Manchester United as a football team, I remember seeing their 0-1 win over us on New Years day 1989 and since then I've despised the way they play. There are also many others like me, and this makes the move to have a game solely for the one club, and to be honest any club, baffling as it alienates so many game players.

That said, most Liverpool, Man City, Arsenal, etc. fans should not judge a book by its cover as this game is definitely the most playable football game to hit the stands. It is a dull game, and is rather unique one at that, in the fact that it overcomes the action aspect of most football games, and the managerial side in an even more complex way than the great Football Manager (I'm talking about the game, and certainly not Alex Ferguson), and when both are combined it's pretty hot stuff.

The management section is the first to load and contains more features than a lot of games that offer this sole aspect. It is an icon driven, and all controlled via the joystick, thus making life a lot easier for the real Man Utd supporters (YC would like to apologise to all Manchester United supporters, if you'd like to reply to RIK's unloading above write to *Post Apocalypse*). There are icons for training, fitness, transfer market, team list, newspaper headlines, and other options that help make this half of the game fully complete. And once everything has been chosen (including making the team abilities for the opposition a rate lower than your own) it is off to the other side of the tape and the match itself.

Once this has loaded, and it doesn't take long, you have the chance to either watch your team's performance under the far better control of the computer, or you can participate yourself. The gameplay is



Another stunning save from the inevitable keeper, can't be Jim Leighton then?

Fax

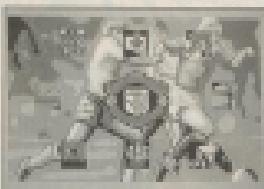
Twist My Melons Man

Apart from its football teams Manchester is also famous for its trend setting pop groups. Some famous bands to come from Manchester are The Smiths, The Stone Roses, Inspiral Carpets, and Happy Mondays. And what does "Twist my melons man" mean anyway?

much like Italy 1990, although the pitch scrolls from left to right, and not vertically.

When the match is over, it's back to the management section to perform your tasks all over again. There is the full first division to play home and away and both the FA and Littlewoods Cup, making it a long term prospect, especially for cassette users. I was more than

impressed at the whole package and I would recommend that any fan of football should give this game a whirl, and like our good friend Willy said "A game by any other name can still get a good review in".



One, look at the options.

skorebox



overall

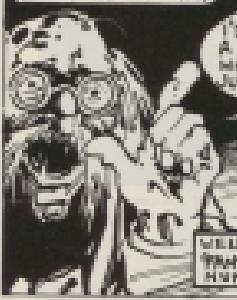
91

FLAME HEAD

Flame's Gran -
As Told By Fred
Sootybottom,
A FAIRLY POOR
FRIEND OF MRS.
GREEN!

• 'ROOTS'
PART THE FIRST
•

ONCE UPON A LONG AGO,
A COUPLE HAD CHILD,



I'D LOVE TO BUILD
A SCORPION,
WHO COULD RUN AND
JUMP AND FLY!

WELL, HERE JUST READ
FANTASTIC FIGURE
NUMBER FIFTY EIGHT!

ONCE THIS GOD WAS BORN
HE ROLLED PERSON OVER IT,
AND THREW ON A LIGHTED MATCH
SO THAT EVERYTHING WAS LIT -
BUT ONLY THE HAIR CAUGHT ALIGHT
AND DID HE FEEL A TWIT!



THE HONORABLE TOTCH WAS HIS NAME,
EASIE HE HAD A HEALTHY FIRE,
SONG TRIED TO MAKE A REPLICA
OUT OF CARD AND BITS OF WIRE.



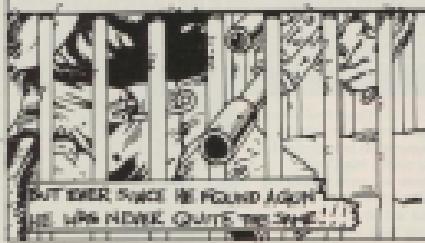
MR. MONEY HATTERS WAS VERY SAD
AND LOOKING RATHER FIRE!

HE PLUGGED IT IN THE PLUGS
AND IT MOVED AN INCH OR TWO.
IT'S LIMED DID HAVE HIS TROUBLE,
BUT IT'S FACE TURNED MARNE AND BEA A



BECAUSE WHEN IT
CAME TO BREATHING
IT HADN'T GOT
A CLUE!

THE PROF RAISED HIM LIKE A CHILD,
AND "FLAMEHEAD" WAS HIS NAME.
HE TAUGHT HIM TO USE HIS HANDS
TO KID AND TEAR AND MAAAH.

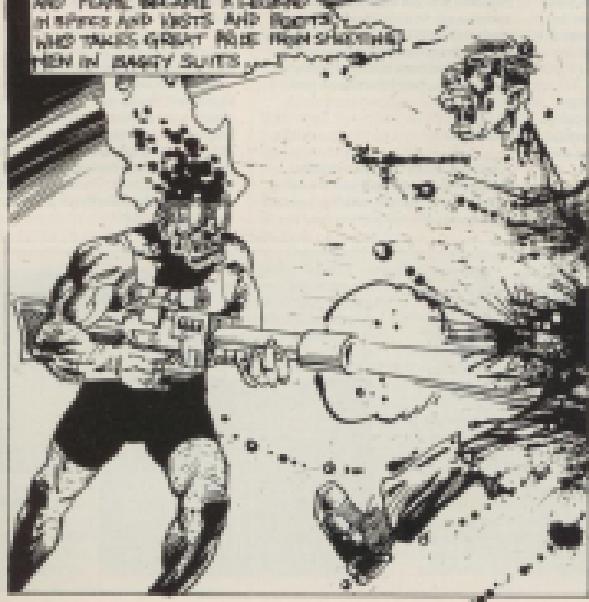


BUT EVER SINCE HE FOUND AGAIN
HE HAS NEVER QUITE THE SAME...

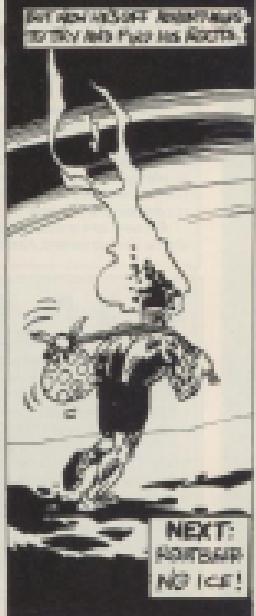
BUT LIKE EVERY OTHER STORY
THE ENDING IS QUITE BAD.
THE PROF WHO HAD INVENTED FLAME
AND HIS FATHER BOTH THE DAY
DISAPPEARED WITHOUT A TRACE
SO FLAME SAID.



AND FLAME BECAME A LEGEND
IN STORIES AND LEGENDS. AND FLAME
WHO TALKS GREAT NOISE FROM SHOOTING
HEN IN BAGGY SUITS.



ANY HIGH HOGGIE ARRANGEMENT
TO TRY AND FIND HIS DAD...



NEXT:
ROBBED
NOT ICE!

ON THE TAPE

And so the seventh tape did come to pass, and the reviews did rejoice, for there were not two mega stunningly good games (like other 'fine' cassettes on other C64 magz) but three, and all of them never seen on cassette before. Tipped! Hooray...

Running Orders

Side A: Phoenix, Lander,
Side B: Freags in Space.

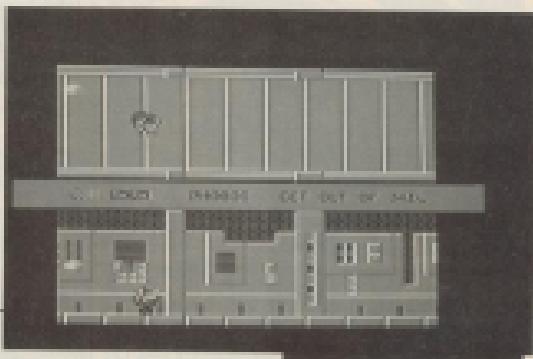
PHOBOS

Here you are, a harmless wings of a guy that controls a walking flying machine. So what's wrong with that? Well, unfortunately you're losted away in just 20...

Now for some people this might just be fine, but not for you. No sir, your only salvation now is to break out and regain your freedom. In order to achieve this task you will have to negotiate four levels of aliens, which get more and more vicious the further you go.

The screen is split into two different views, the top one being from overhead and the bottom being seen from the side. In order to destroy an alien you must align both top and bottom views of your craft to the approaching little sucker.

On level one you must destroy 20 aliens, 30 on level two, 40 on level



three, and lastly 50 on level four. When you've managed this awesome task, you have succeeded in breaking out. Whenever you start at level four, remember where you were transported into it (both top and bottom). This is where your exit will be.

There are no 'lives' in the normal sense, but every time you hit an alien or a friend, your score will reset to zero and you will start again (on the same level). To stop playing, simply press the TRUSTONE key and the title page will appear. When you restart you will start from the level that you quit from, but with a score of zero.

Controls

Joystick control changes slightly depending on whether you are flying or walking. If you are walking, joystick left moves your top screen man up



(i.e. to the right). Joystick up moves your bottom screen man up to flying position.

If your bottom screen man is already flying then joystick up and down change slightly. Joystick up moves your bottom screen man higher and faster, and joystick down makes your bottom screen man less height and slow down or land. (i.e. if you are a garron playing magoged than you will find no peace with the above controls. Those of us firmly rooted in mother Earth will need to persevere a tad).

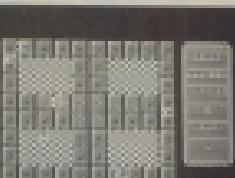
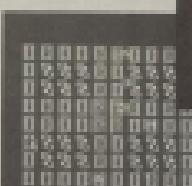
LIMBO

This is NOT a classic stumper but a stunningly good arcade-style game; so plug your joystick into port two (that's the second port for loopy hoodlums) and whilst it moves a lot, it won't get you anywhere so you'll probably have to think a little too.

The idea of the game (and you sitting comfortably) is to clear all of the cells off each screen by moving your stick over them. You can also take your chance by activating question mark blocks, some of which are good, but some are pretty much poison.

The game is dead simple to play as all you have to do is clear each zone of cells whilst avoiding the guards and 'dangerous' blocks. On some screens there is a lot that will carry you to other parts of the zone. To board it simply press fire when you are touching it and release

fire when you want to get off. The fire left depresses on Zone 1 and is represented by a spinning disk.



Other Blocks

Other than the cell blocks there are the

TAPE PROBS

If you are having big probs with your cassette (ie, it won't load) then send it to: Tape Probs, VC Tape 7, Apharita Publishing Ltd, 20 Petters Lane, Kilburn, Middlesex NW11 3AF. Don't forget to send your name and

address, and an explanation of the problem!

VC TAPE 7

PHOBOS
+
UMBO
+
FROGS IN SPACE



FROGS IN SPACE

Alright, we admit it! This is not the most original game in the galaxy, but then again neither is Knock Down Cancer (or 'bouncing grannies-out-of-bed', as they call it on Earth), but we've all played it some times, and to be honest it was quite funny too.

Now Progger has donned a space suit and he is back to his old ways in the vast, huge space lanes. And this time there is no girl waiting at the other end.

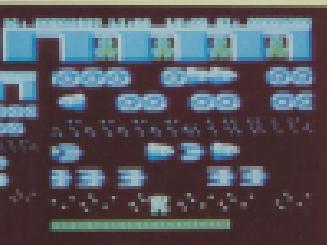
To get the little amphibious star traveller back to his familiar pad you must firstly avoid all the intergalactic traffic, and then catch a lift in order to guide him into each of the cosy catbox holes at the top of the screen.

Apart from dodging all the space traffic, and firing jumps to hitch lifts to perfection, there are other hazards! These include combinations of four variations of spacecraft formations, a Pilot man in the central reservation (supplied fed on a diet of raw froggy), and the usual increases in traffic speed and the amount of time to reach home.

Your score will increase by 10 points when you hop forward, it will also increase for every unit of time remaining when a frog reaches home. There is also a chance to gain extra frogs by collecting the letters to spell the word BONANZA on certain levels.

There are 32 levels to complete. You may start on any of the first 16, level 0 being the first, level 31 the last.

There is also a hidden access code to enable you to play on ANY level, and the first correct one to reach us will win a free top game.



Following:

Teleporters - The first of these appears on screen 0 and is represented by a block with a smaller flashing block in the centre.

Question Marks - To activate one of these move to its centre and press the fire button. A number of things can happen including: Shrinks, Shoot Up Droid, Blue Green Droid, and Who's In the Next Level. Question Marks can also change into other blocks.

Smiling Face Blocks - Touching one of these will give you an extra life.

Skulls - Touch one of these and you lose some life-force.

Level 7 sees the introduction of Disappearing Blocks.

The game will end when your life-force has run out. When you are losing life-force the top squares in the bottom border will flash.

KENNY DALGLISH



IMPRESSIONS - £3.99 Tape, £14.99 Disk

Oh dear, oh dear, oh dear, RIK lifts himself off the floor, dries his eyes, and tries to contain his laughter. Is this the worst game ever?

Well I saw this on the 16-bit computers a while back and I didn't think that it would ever come out on the memory 64, fact because it used their capabilities to the full, but because it was so dire. Unfortunately Impressions had to do it and could have ruined its reputation forever. Kenny Dalglish Soccer Match is, to be completely frank, a complete pile of steaming pooh.

And these words do not come

from me loaded, because a spookily-like pic of a grinning Kenny (obviously before 1981, since the game) greets you and offers you the option of play. Or option I should say, because the speed and difficulty levels seem to have little effect on the playability, and I have no doubt that anybody on this planet would be stupid enough to play this game at 45 minutes each half. There isn't even any fancy extras that allow you to play a full league in order to

REDS : 00
LIVERPOOL

TIME
00:35

BLUES : 00
EVERTON



lightly from my finger tips. I'm a Liverpool supporter and have been for around twenty years. When I was at school age, there were the days back Kenny was my undoubted hero, and I even had a number seven stitched in the back of my rather tatty 'pool shirt, in a sort of worship. But his name has been added to the worst soccer game ever, and it makes me sad to think that other England fans might indulge in this game, thinking it to be as great as the man himself.

But this is not so, and your team will be maimed even as soon as the

skorebox



overall

08



We know how you feel. Everyone's
been there.

invite the champions. No siree, the newest offer is a four-player tournament, although I have no idea why three of your friends would want to partake in your personal affairs.

But once everything is chosen it is here that Keating's takes the threat. Men appear on a riverbank full of grass, looking as if they'd fallen into it like compositors and been sent out as messengers to sample. Also instead of an arm at the head of the player in control, like most footy games, Impressions has plumped for an upside down cross. I think somebody should mention to them that this signifies satanism, and is the mark of the devil. I even thought of playing the tape backwards to see if there was some form of hidden message.

And then the match begins and the players (your players anyway) just keep trying to control the ball.

The building of houses has influenced
style because the last goes off [in
the window].



Fax

6

This game is a load of poo... or, that's about it really.

and falling more of the time, although it really doesn't matter as the opposition seems unable to decide which way to run, let alone score for the ball. The easiest way to score a goal, and just about the only way as it is almost impossible to kick the ball in the direction you want, is to leg it forward with the ball ahead and run it into the goal. This will result in a posture of Kenny Dalglish, and a face that sounds as if someone has



slubbed out a cigarette on time. If you have misjudged it and the last goes off for a good look, then a pair of bald reliefs with a skin disorder will appear with a natural mouth like a heavy brother bawling through a nose. And that's about it.

One other thing about the gameplay though, As I was the sofa and therefore the mighty Liverpool let my Brooks have a crack at the action, and why not, the opposition weren't going to stop him. This was when I discovered that you can only have one goalkeeper on screen at one time, so when he finally arrived at the goal (barely) this time; keeper had mysteriously vanished leaving an empty net.

And on how I laughed when my radio host says 12-2 and Kenny's quick message comes up on screen. I don't know if it's just me but when he said "A magnificent game" I had to quickly rush to the toilet.



ACTIVISION -
£9.99 Tape,
£14.99 Disk

I hear you knocking but you can't come in! ASH puts an his weekly mittens and scribbles something down that we can't read.

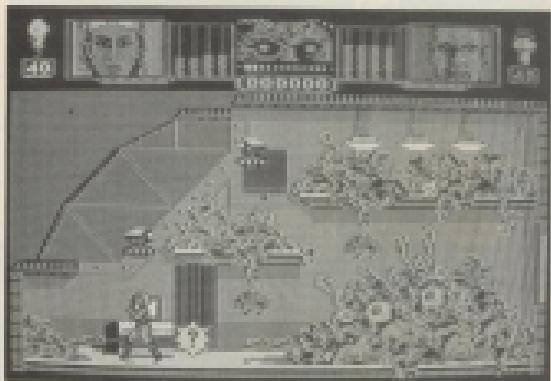
Humanoid is a game set in a dismal future. A future where people, businesses, and even YO, are run entirely by a corporate body called Centre-Holographic. Our specialists in producing holocontrollable holograms of people who are evil and callous. Not only that, the situation has degenerated to the extent that the holograms have evilly and callously captured both of the player's capital cities.

(Behind all of this evil base image activity is a really living called the Master. I say living but he actually resembles a megalomaniac, or a Doctor. Anyways, the whole thing looks bad for the future of Earth, until O-H's hologram computer slips up in a big way, and whilst producing two entirely different holograms, it malfunctioned. These holograms are Metalians and, of course, Humanoids. Old Hammie is a big batch breeder so a big lot, whilst Metalians is a rather good-looking female breed.

Anyways, the dynamic holographic duo get merged into one. Now this might sound like bad news until you realize the potential of combining immense strength with inceasible acrobatics. Hammie and Metal decide to make a go of it (being unashamedly combined as they are) and take on the corporation, save the world, and, most important of all, separate themselves from the questionable company that they are bound into.

The most impressive feature - and the one that will take the most getting used to - is the number of actions available from just the

HAMM



And down amongst the fungal growth one can find a natural habitat. Looks like my basement!

joystick. You can change between characters, dash, turn into the

in a security system which you must breach. This is achieved by

Fax

Stooid

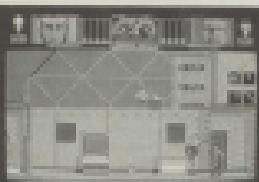
The most popular place to have a home-made tattoo is across the knuckles. Many a West Ham Utd. supporter would have the letters 'WHU!' across theirs, only realising afterwards that they'd missed out the 'C' because they'd run out of finger knuckles.

screen, headbutt the background, move into doorways, open doors, punch, fire or pistolat (as Metalians do). Kick and Bo-Bo (as Metalians do) it's really not quite as bad as all that. The system works very well with a little practice (and manual agility).

The game consists of two series of screens, each series is sixteen screens long. On each screen there

punching, kicking or Bo-Boing the monsters and computers into an early holographic bath. The monsters come in many flavours but most of them consist of robots, security lasers or technicians. There are areas of screen that can only be reached by Bo-Bo, and others that can only be opened by punching. And so the strategy of switching between characters to solve problems has to be constantly thought on, essential to completing the game.

As the monsters get punctured they leave icons behind them. These add extra energy, extra firepower or extra powercells. But if not collected they add to the Master's energy. He sits at the top of the screen, building up in power. Should his power bar build up to maximum then he turns all of the icons to energy-supplying



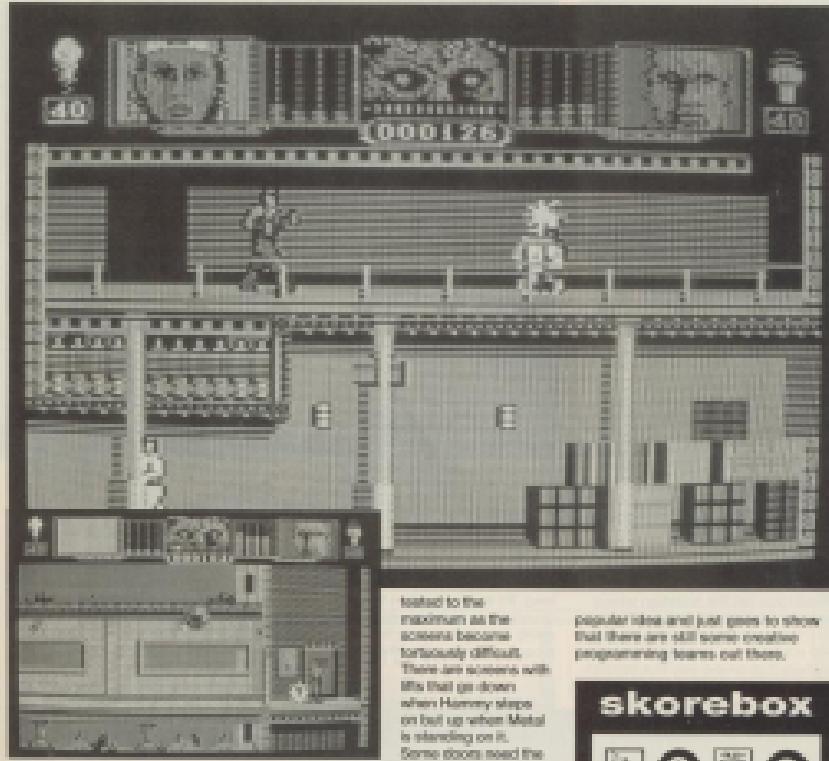
HERFIST

negative ones. Each character has its own energy level. If this falls below a certain level then the character is temporarily dead and play automatically switches to the other character. Should both characters die then the game is over. Luckily there are also recharge points built into the

creature's mutant form radioactive pools of steaming water. And the ever-present robots become weaker and easier to destroy by the minute. With every mission it becomes more difficult to break free from the security system and progress to the next challenge. Your skills with gun, fist and foot will be

identical and the 64 version is superbly done. The characters are neatly drawn and beautifully animated. Whilst the graphics and game design have had almost two years spent on them the game is so very playable. Often the danger of producing a technically brilliant game is that it becomes unplayable but not *Herfist*.

The style mimics of the classic *Impossible Mission* but that doesn't mean that the game is unoriginal. Far from it, *Herfist* is a terrific achievement. It is a triumph of game design over another version of a



Don't you move your big mutation mark at me you're
mean I'll get you nowhere.

monitors - these look like standard lamps. Flicker above maximum though, and you'll blow the character's circuits and reduce it to zero.

The further you get into the game the worse the mutation of the landscape becomes. Our heroes encounter mutant snakes that bite anyone at you. Strange fish-like

beasts to the maximum as the screens become tortuously difficult. There are screens with pits that go deeper when Hermy steps on but up when Metal is standing on it. Some rooms need the pistol to open them as well as the deactivation of the security systems. On some screens it may be necessary to visit others to make completing them easier.

2D sequences may not sound like an amazing feature but each is brightly coloured and extremely busy and well drawn. The design and programming from Vivid Image have done its utmost to make all of the versions

popular idea and just goes to show that there are still some creative programming teams out there.

skorebox



overall **89**

r
e
v
i
e
w



EMLYN HUGHES'



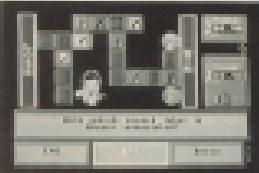
AUDIOPHONIC -
£2.99 Tape,
£14.99 Disc

"Nah! It was
Pete you left
and I'm still
told you it was G..."

Pub trivia games are often a bit of a laugh. Of course it's all greed related, because the half-cut louts who play them are just trying to win a bit more beer money. EMHAO does nothing to try to alter the image of pub trivia machines, but frankly it encourages it. Who cares? It's a great game. Even Emlyn's cheerful mug couldn't disguise the fact that the game is about winning money.

There are many nice features about the game. It is a right to left scrolling game. The board is made up of squares. These squares may be blank, carry a fruit or cash or a question mark. Landing on a question mark gives a trivia question of the relevant subject, according to what colour the square that you landed on was. The questions have three answers displayed, and the right one will need to be chosen. Should you get the question wrong then another is asked and so on.

Other squares are pyramids that trap your points, invisible squares, pistons that propel you in a random direction (these are extremely nasty), pegs and bonus round entrance points. All of these affect your points one way or another and



Don't press Emlyn, you blighter!

Which Blondie album fits
"Sunday Girl"?

Plastic Letters

Q.E.D. The

Okay, so I got it wrong. Does that mean that I'm a weak liver and I can't go to anywhere "fix" part?

Answers will help you get to get the best from them. As you progress to the right of the screen, the screen tries to catch up from the left, and traps you if you hand around for too long. So there are often tough decisions to make about risking going for something or not. If you progress right so the other side of

the display you can leave the level by the same method, i.e. stepping onto the exit board.

Emlyn's face features in the background. The further you fall behind the worse his grimace becomes but get ahead of yourself and he'll grin happily. This is all he has to do with the game however

Fax

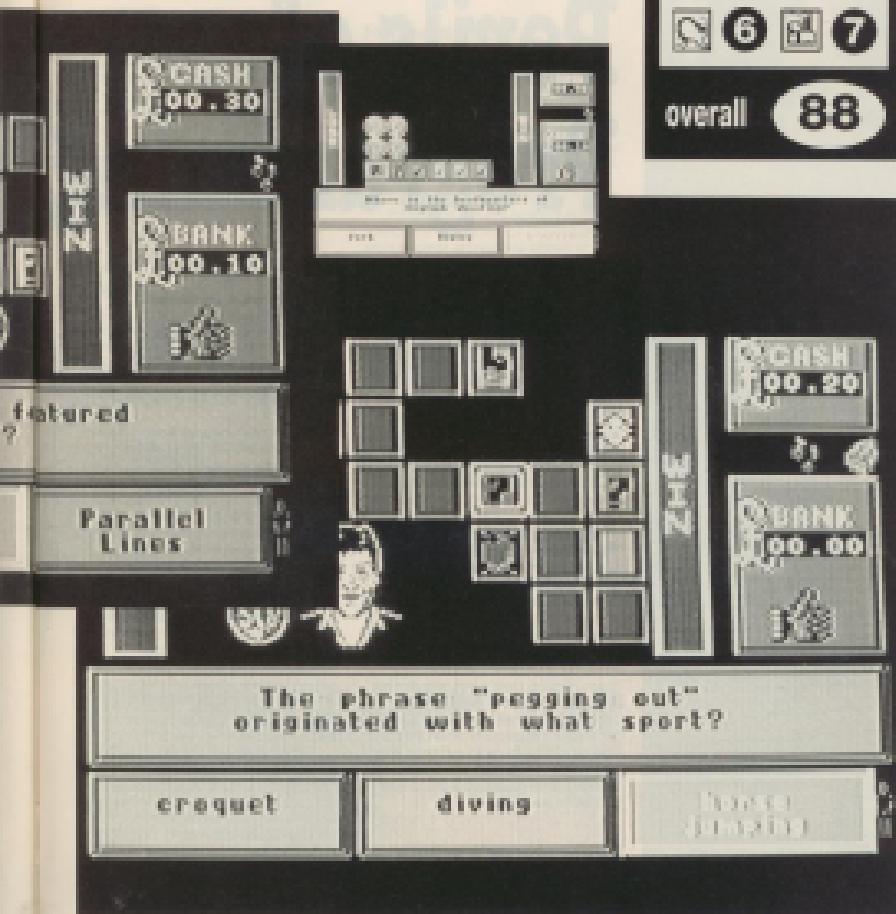
Eee . . . I know it!

Emlyn Hughes never played for the Cameroon national football team.

Shouting "Getoutaviti! That's never the right answer!" will win you no friends in this game. Correction fluid is toxic and should on no accounts be drunk.

Wasps are bigger than owls but smaller than foxes.

ARCADE QUIZ

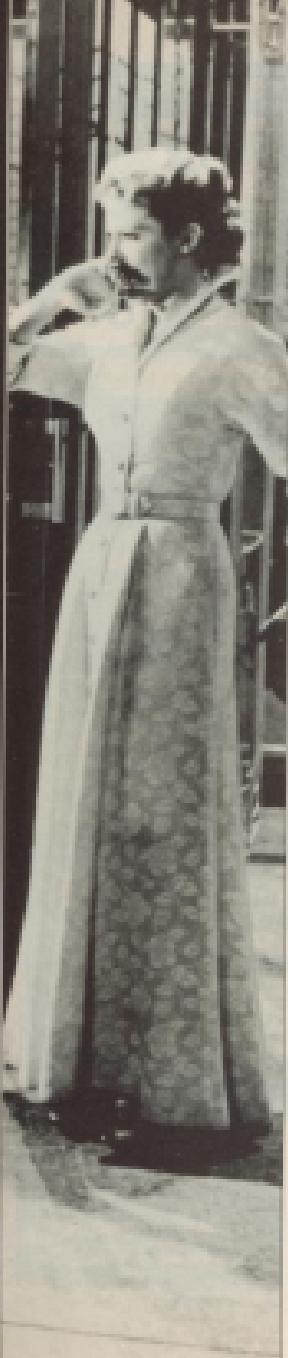


apart from featuring in the odd question. At the end of each level there is a sequence where you have to qualify the money that you've collected. These are piles of coins for the coins you picked up and the pointer runs underneath them. You then have to answer a question for each coin, starting with the smallest

coin. Get it right and the coin is banked but answer wrongly and the time left to you is halved. At the end of the game there is a huge grid - the supermarket. There are question marks everywhere which obscure eight diamonds. You have to uncover all of the diamonds in the time limit.

This game is unique to home computers. It's very nicely done and well presented. The sound is cheerful and the graphics are nice and bubbly. Apart from Enjin Himself there are no cheerbacks, and non-gamblers cannot complain as the game doesn't pay money out. Unusual. Try it out.

r
e
v
i
e
w



The Perils of Programming

Programming your game?
As someone once said
"The best way to earn a
small fortune writing
computer games, start
with a large fortune". Kati
Haunus meets her head and
dispels many beliefs

So you want to be a programmer? You want to be rich, you want to be famous, and you want to sell mountains of games. In a couple of years you could be touring round the country in your GTO, your latest software trophy bouncing around on the back seat. Alternatively you could be slogging your guts out in the spare room, slaving over a hot monitor for 20 hours a day and still be absolutely shit. Programming can be a perilous profession, especially when you're new to it. The route to success is an uncertain race, unless you know where you're going, you could end up flat on your face.

Under starter's orders

There are two ways to get into the business of programming games. Most straightforward and least risky, though that doesn't mean there won't be any problems, is to join an existing software house, or programming team. You'll get a regular salary and a structured workload but you won't be working as an independent agent and you won't be working for yourself. The alternative is to set yourself up as an independent freelancer and that's how a large proportion of

programmers in the business actually work.

Hurdle Number 1: Getting the show on the road

You've written another Xmas B, and you're determined to be even bigger than the Xmas B before. And who's the baby grandmother going to make your dreams come true? A software house, right? Wrong. Even if you have produced a masterpiece, it's a one in a million chance that the software house will be convinced you're a genius straight away. No company is going to wave a magic wand and make you a star overnight. Laura Bonner, editor of the monthly newsletter for the Society of Software Authors, an organisation set up to give advice and information to freelancers, is still surprised at how naive young programmers can be.

"They walk out to a stand at the PC Show with a two-page game design and expect to come away with a big, fat cheque, the industry's not like that any more."

Computer software is big business and it's a business run by professionals. If you want them to take any notice of you, you've got to approach them in a professional way. OK, so you may be working from your bedroom but that doesn't mean you should present your design like a piece of scrunched homework. First off, pick an appropriate software house. It's no good sending an IBM, say to a company like Ocean that specialises in arcade conversions; they won't be interested. Take stock of what a company's produced before and imagine your game fitting into their product list. Just make sure

you haven't produced a clone of something they released last month; they're unlikely to be satisfied. Just writing a letter usually isn't good enough. Take the ball by the horns and make an appointment by phone. If they agree to see you, recite the chance to sell yourself. Make sure you provide as much detail as possible at the presentation. A two-page game design isn't going to capture anybody's imagination. The SGA advises that you should include as much information as possible plus screenshots and demos wherever you can. Even if the screens aren't animated, or the game isn't in a fully playable state, they give a much better idea of what the final product might look like than any drawing or diagram could.

Hurdle Number 2: The Contract

They've taken the bait, they want the game. Don't sign the contract straight away. It's a binding, legal document and you could end up being forced to crawl over its contents for it's often a sense to work out exactly what it says. Consult a solicitor or someone with the appropriate legal knowledge to decipher the legal language and make a sense of the small print. If you don't you can't be sure it says exactly what you think it does. Too often, programmers run into trouble because they sign up in a hurry, carelessly considering the financial viability of a deal or because they don't realise what

they're committed to. If there's a royalty statement are you entitled to overseas royalties as well, or you have first refusal on crossovers, will you keep the copyright, what conditions are there on payment and so on?

Hurdle Number 3: The Deadline

Dave Baxter, erstwhile software Development Manager of ZZTSoft: "There may be four weeks left until the end of the schedule, the Amstrad and Spectrum versions haven't been started and the guy still seems to think he'll be finished on time."

Programmers are notorious for being late and some of the industry's worst horror stories are about programmers practically killing themselves to get a job finished on time. And usually the delays aren't due to circumstances beyond everyone's control or unreasonably cushioned deadlines; bad time management and perfection are major factors when it comes to burning the candle at both ends.

It's a problem faced by anyone who makes their living working for themselves; you've got to discipline yourself. That means working out a schedule for completing particular aspects of a game and making every effort possible to stick to it. It's easy to lose track of time or fall yourself into leaving those long-winded bits of routine coding to another day.

Martin Walker, author of the excellent games *Hunter's Moon* and *Castiel*, identifies another

This programmer took it too far and hasn't happened to find



programmer off, perfecting it? If you've got a game that's 87% finished, the remaining 3% can take you as long again to complete. You spend ages getting everything just right and then when the game finally goes on sale, hardly anybody notices the difference."

Obviously you want your game to look as good as possible but you've got to balance the aesthetics against the efficient use of time. In any business time is money, and the more time it takes the less money you're earning per hour.

A product that's way behind schedule can cause a programmer serious problems. Depending on the contract, the software house may be perfectly entitled to delay a payment. Invariably professional relations over and future contracts may be jeopardised. That's before you take into consideration the late nights, the Pro Plus and the physical consequences of stress.

Hurdle Number 4: The Dosh

There are lots of ways to earn your million but becoming a programmer usually isn't one of them. All

programmers work hard to earn their living but only a few hit the big time and strike it rich. The big names that everybody's heard of are the exception, not the rule. One of the biggest gripes in the average freelancer's life is money. You may think that whatever's specified in the contract - lump sum or royalty, advance payment or regular monthly cheques - is a guarantee of payment, but it's not. Most freelance programmers are paid late and some never get paid at all. Money certainly doesn't come in as regularly as it would if you were doing a 'proper' job in a supermarket or bank.

Even a contractual promise of regular monthly payments isn't fail-safe. Torn the names have been changed to protect the innocent, I found that every one of his monthly cheques came at least one month late. One of the companies Richard worked for had a policy of not paying up for a minimum of 90 days; another only paid the top ten on its freelance list. It's not unknown for cheques to bounce or for companies to pay less than the contract states. Your last resort could mean going to court.

If you're unlucky and not everyone in this can lead to a spiral of financial problems. Harry realised he was in trouble when the bills

started flooding in more regularly than his pay cheques. By the end of the project, Harry was totally skint and ready to accept any job he could take. In desperation, he signed the first contract that came along - under equally disastrous financial terms.

The Finishing Line

You've made it. Your game's out on the shelves, the reviews are fantastic (or censored) and you're sitting back counting the cash. If you've been paid in a lump sum, how well the game sells won't affect you at all, if you're dependent on royalties you could be in for one final shock. However good the reviews they don't guarantee how well a game will sell. Even if you're hailed as the greatest genius since Einstein it won't do you any financial good unless there's money behind all that accolade.

And after all that, let's take a look at your bank balance. How much you've got depends on market forces, the quality of your product and how profitable a deal you made. You could come out rich (but not that rich) and you could come out broke. Most likely, you'll end up somewhere inbetween.

Some software houses treat their programmers like featherbed slaves



POST APOCALYPSE

If you want your letters
slagged down, and
your name to look like
mud, you know where
to write to.
Alternatively you could
give Zzap a miss, and
write here instead:
POST APOCALYPSE,
THE MAN WITH A
NOSE BLEED, YC,
ALPHAVITE
PUBLICATIONS, 20
POTTERS LANE, KILM
FARM, MILTON
KEYNES MK11 3HF.
But beware, anything
that you say may be
taken down and
slagged to pieces.

IT'S A BINGO UP

I think MC is the best fit magazine in today's shops, but there is one problem. You only

put one poster in the magazine every month unlike other mags, where they have loads.

Please, please, please pull
more posters in, if not for my
sake, for my wall's.
Carl Shamban, Leeds

PA: God, are you greedy or what? (at least your wall is). You get as many posters as we can give ya, and no more. Now go to bed without any suspense.

GROWTH PERSPECTIVE

If you think that everyone who wants to use their computer as more than a child's toy is a member of a dying breed it is lucky that you do not need those readers.

With every computer mag producing the same reviews of the same games there is nothing to choose between them except the serious stuff.

Show us your 'hot material', or do you have to port all the good stuff from OEM? If not, you just

Interviewed why put in utility on your cover tape?

P. Clarke-Rosenthal, Shefkiye

PA: When we put a utility on the tape we were not reverting back to the days of 20-page Ratings and articles for the plus four. We were, in fact, treating our readers with a small modicum of intelligence, and as this industry needs more skilled programmers in the GAMES field, we thought that it'd be a wise idea to help in every way, and if that means using a utility (by far the best utility to have been published in CPU) written exclusively by Monty Mole and Patty Pigeon creator Tony Crosshaw, then so be it. The Lord has spoken and may we all live to hisunning with

ALL RED TAPE

I have been buying your magazine for 3 years now, and despite my initial shock at the recent changes, I enjoy very much the new look TC, especially the free tape.

For the past three months, I have had no problems with loading the cassettes, but this month (April '03) tape will not load on side A, despite cleaning my tape recorder and changing its alignment.

Normally I would, of course, just ask the retailer to change the tape/magazine for one with a tape that works. However, the only shop which sells your magazine in my area is in the nearest city, which I can only manage to visit once a month to buy your magazine. It is because of this that this month I am asking my local newsmen to stock it for me.

I am also asking you to give me a replacement tape as the tape is

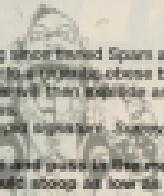
LETTA OF THE MUNF

PUSTULES

I think you are the best thing about David Spinx and for all I care Mrs Whitehouse can grow into an ugly obese blob and Rik can come along and pop her cheeks then rip her and drown everybody in urine and piss.

A man with an incredibly stupid driving test. You can't even see his face.

Rik: I do like a bit of garage and grime in the morning, but, honestly, not even Rik would stoop at least this to 'peep' Mrs. Whitehouse, for fear of bending his back.



my favourite part of your magazine and this will allow me to buy your mag in confidence of getting a good value buy every month. I thank you in anticipation for my replacement and for the continuing increasing standard of your magazine.

Kevin Bromfield, Devon

PA: Now there's a guy who knows where his oats are. You should have your replacement tape by now Ken, but for anybody that has difficulty loading the cassette on the front of any issue could ya send

it to our problems department as shown in the *On The Tape* section.



Joke of the month!!!

Who said "Fleats like a butterfly, stings like a bee?"

Muhammed Ali

Who said "No evil I mean, 'arry?"

Frank Bruno

Who said "Another round and I would have killed him?"

Terry Marsh

Submitted by Rik Henderson (mental age of about 3).

READER POLL

PA: Now there's a small deviation from the normal way we work to give you some choice comments that we've received on the readers' survey's so far into the office...

If you are working, what is your occupation?

"I have 1 leg and I'm disabled, I need a parrot."

Is there any way in which you would improve PGT?

"Do the magazine in complete colour, do some in black and white."

"Put in more pages of Missed chances and tell Cedric to answer the letters, not just about that Post Apocalyptic lot."

"It's just that the truth!"

"Weekly not monthly"

(Ken out home CD)

"Get rid of Nexus zone. Have something else."

"PG is always cool."

"You're going down the drain - we do not need silly stories of silly games - think more serious and adult reviews/reviews might keep you on the subscription list (if you have it)"

"PG is cool!"

"By not putting naughty pictures and titles in it!"

"More kids stuff!"

"PG is this possible?"

"Full life size pictures of Monica!"

"PG is sick!"

"I think that I do for now, more next month."

Starting next month, Eugene and a slimy cast of thousands...

Greetings, gurus, lovers, and welcome to the month's SCUM OF THE EARTH, the judges which really are YOUR pages. That's because it is essentially written by you, our oh-so-tremendously readership.

Since not many of you have answered the challenge that I put to you last month (I've actually had to WORK this issue, and you'll find hints for the Monoliths' return in *Impassable* by Yours Truly). We have though received many letters from people asking for help on certain games. Sorry, but we can't answer each one individually - there's far too much time to be allocated around here as it is. So, we're passing a new Winger's corner, and those of you who need help can have your names and addresses printed so that people can write in you directly. You may even need a name pen friend or two. Write to **ODONN'S WINGER'S CORNER** at the usual address and if you're under eighteen please get your parents' permission first.

Second piece of good news this month is for those of you with ultra-initiated signs. Yeah, you high scorers will at last get a chance to let your achievements (and undervest) in public. Get your highest scores in to me and I'll print them. When sending in your scores, you should also include a photo of yourself. The sillier the better, cos they'll be printed in the SCUM OF THE EARTH pages. What a chance to show off to your friends. Stick 'em in an envelope and post them to **ODONN'S EUGENE'S MUTANT ALIEN SCUM MEGA FRIENDS FROM HELL**. And to get you going, here's a little gem from my collection: **RAINBOW ISLANDS**. ROUND 12 - 1,980,700. Once the Scum anyway.



im
Scum
of the
Earth

POKES

A mysterious stranger by the name of KEN "The unknown expert".

MARSHALL, of Leicester, who says that he'll be back soon with more, provides some pokes for us - come on Ken, don't just 'cos you don't like them doesn't mean you should mess out on the internet. Gosh is plenty of you and your names and addresses to us and we'll get you a T-shirt and print your name on it.

GHOSTS AND GOBLINS
POKE 12958,173

GHOULS 'N' GHOSTS
POKE 10748,198
POKE 10860,198
(INFINITE TIME)



SPACE HARRIER
POKE 63118,173

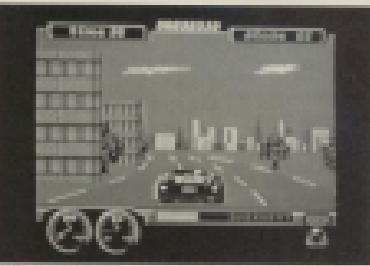
SPACE HARRIER II
POKE 11718,173

WONDER BOY
POKE 2878,173

R-TYPE
POKE 12958,173 AND
POKE 12958,173

All are for infinite lives unless otherwise stated. Cheers Ken.

Compliments for your rather unfortunate name (surrounded as I am by tango, and swishing Kevs all day I feel sorry for your general family).



Here's some bonus pokes from **FRANCIS** of Leyton in London.

THE UNDRAUGHABLES

Type in **TECHNIQUE** on the credits page, start the game and press F5 for extra time and press F7 for extra energy. By pausing the game you can press the left arrow key to advance levels.

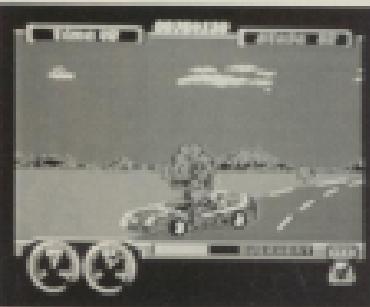
TURBO OUTRUN

On Turbo Outrun (JES Gold), says Francis, you

can advance levels by holding down the colon (:) and pressing the speech mark (").

GIANTS AND GIANTS

Finally a poke on **Ghosts and Goblins** (JES Gold again), to cheat type-on the high scores page **WILLIAM FILPG** and wait until the line runs out. Start the game and press B in stage levels and A for weapons. Well done Francis, and have an excellent **SCUM OF THE EARTH** t-shirt on us to proudly wear at your local arcade.

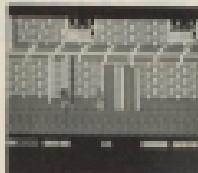


DOUBLE DRAGON

Some rather confused tips come from a strange person called **WIKKED GIGABOT** of Kilmessan, Co. Meath in Eire. Amongst his other rantings he mentions something about creating a 101 and a few hints for Double Dragon (the 100% dynamite version). Hints, stop writing them if it confuses you so effectively.

When your enemy appears, run to the top of the screen by holding up until you can't move any further. When they follow you, jump and the enemy

will be frozen. Now you can kill them by kicking and moving away instantly. Or, jump right over them and you can become the final Ninja pacifist. You've won a badge, Wayne.



That's it guys. Get those mugshots, highscores, hints, tips and pokes to the new address: **DOZIN' EUGENES INCREDIBLY UGLY AND SLIMEY, DIRTY AND DINGY, DARK AND DANK, AND MYSTERIOUS HALL OF HEROES** FROM THE SCUM OF THE EARTH, YC MAGAZINE, ALPHAVITE PUBLISHING, 20 POTTERS LANE, KILN FARM, MILTON KEYNES MK11. And remember, there's loads of goodies up for grabs!!!

IMPOSSAMOLE

Right then you witness that. Here's my contribution: (applause, of course) to the proceedings.

Impossamole is a silly game and not mistake, The return of Identity in the

skelton and the miner and go right. Jump onto the moving platform from the sinking platform, avoid the bat and go up the ladder. Kill the skelton, grab the eggs,

reflective. Go back up and bomb the mine, run right, get to the top of the ladder then wait for the smoke to disappear. Run down and get the coin. Once past the bats then run under them to the conveyor. Run under the bats.

Jump over the second pillar to avoid the bats, grab the gun then jump up to the gems, now drop and shoot the skelton and miner. Jump the frog then shoot the other skeletons. Go right. Avoid the bat and the bat has on legs then go right again.

The shop keeps is the little grey thing that emerges from the ground near the top of the screen. Buy whatever you want, then stop. Avoid the bat then jump to the double conveyor belt. Jump off the end to the high platform. Go to the top of the first rope, aim right then hold up. Repeat to get to the moving platform. Jump from it to the ledge and beat up the miner. Grab the worms

the frog to wait bottom right. Drop to the right and left to collect the weapons, etc. Drop right to hit the platforms then onto the bats. Go up to the top one (middle) then jump off the top of the screen. Look out for the bat. Go up the platforms to the top. Get the bat on the right, go up the rope, and distract the green skelton. Kill the miner then get the coins. Kill the skelton and go right under the crusher. Jump the bat and go under the second crusher. Make sure you get the gun or you're in trouble.

Make your way across the screen and up the ladder then get the treasure and leap off of the screen. Shoot the hanging bats and go right, go up the ledge and avoid the skelton. Jump up, move and move in the next screen. Go up, avoid the smoke and get the treasure, go round the screen then drop. Avoid the bat, stand your ground and kick until the skeletons die. Go right up the stairs. Get the gems then head down. Shoot your way right, over the moving platforms and get the gun. Drop into the gunner's lair.

It is a big worm-thing with many teeth. If you missed the gun you'll

bestow of his adventures. Is that. And I've completed the first level. Here's how to do it.

At the start, run to the bats or else the bat will eat you off. Bomb the bat and the two skeletons. Go right, under the invincible bat and drop a little onto the mine pipe. Jump over the gap. Walk a little-right (avoiding that bat) and let the skelton drop. Drop off of the platform and drift to the can of worms. Bomb the miner and grab the coin.

Work your way to the two bats guarding the laser gun - you can grab it without being hit if you time it right. Shoot the next miner and go under the crusher. Don't go down the ladder as this makes the rest of the level much harder.

Crop down the shaft, get the can of worms and shoot the skelton, wait for the frog to go back, then go up the ladder.

Get the items then drop down again. Go right to the platform, beat up

and go down.

Land near the pipe. To land near the rat, jump up and down on the spot and look then go under the pipe and follow the track right till the purple bat on the map and jump over the track. Grab the treasure, avoid the bat and go down to the can. Avoid the bat, look the rat and go right. Get the other rat, then go right.

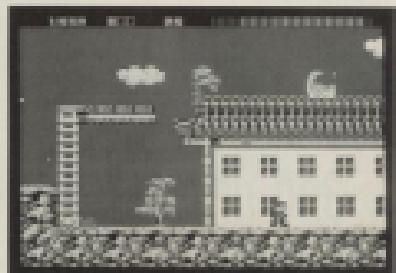
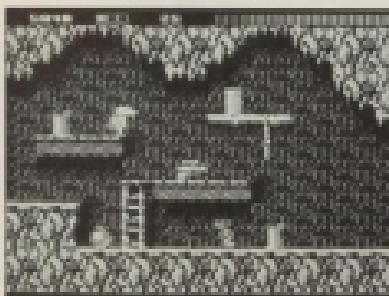
Go up the big pipe then drift right to the platform. Avoid the bat and get the gems, then kick the hanging bat. Climb the pipe, sneak across on the horizontal ones by going half through it, then drop to the right onto the platform. Kick the rat, go right onto the skelton and kill the skelton. Go to the bomb then come back and go through the pipe to the shaft. As you drop, hold down right to get the can of worms. Get the bomb at the bottom.

Avoid the bat and go to the top of the rope then come down to kill the

then drop.

Hold left for the bat. Jump, kick the rat then jump onto the conveyor. Get onto the large double belt and get the treasure. Jump to the higher conveyor. Avoid

have to get in close and kick him. Otherwise stand at a distance. Avoid his bullets then run. Only hit him as soon as he appears 'cos he won't take any damage after he begins firing.



NEXT MONTH

AND NOW IT'S...

MONTY PYTHON'S FLYING CIRCUS

CHOPPED
AND HAM

(First EXCLUSIVE review)

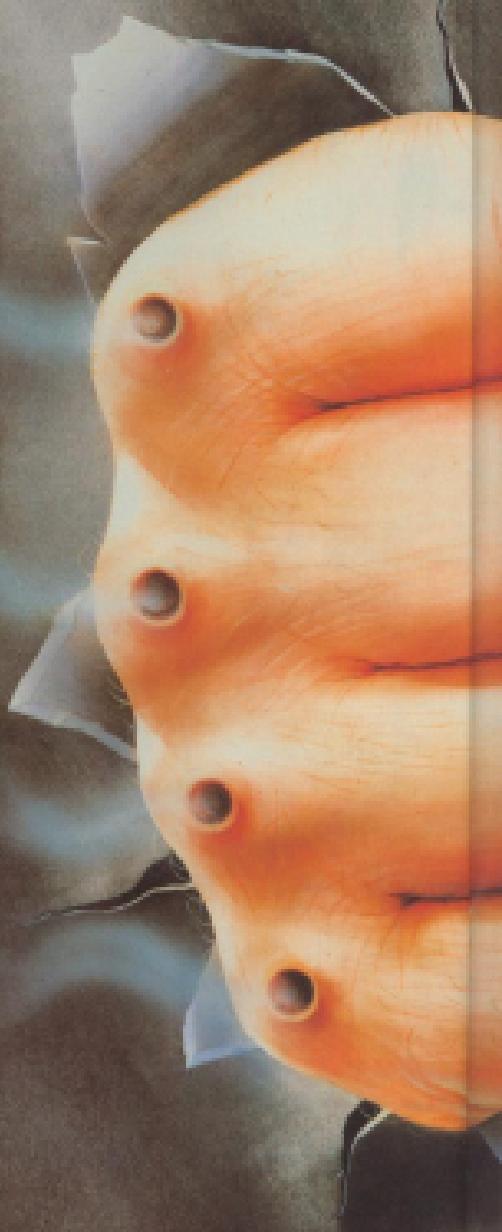
Also: Time Machine - Exclusive Review
... WITH PRIME CUTS OF BRITISH
and first level demo on the tape!!!

Plus: Flamehead, Post Apocalypse, Scum of the Earth, Loads of Posters, and absolutely humungous amounts of games!!!

(Out 17 August - Miss it and you'll miss a heartbeat, know what I mean?)



WILSON





© 1991 Viva! Viva! Inc. All rights reserved. Material and graphics related to the movie Viva! Viva! Inc.







IF AN
ADVERT IS IN
PRINT, IS IT PROPERTY?

Most advertisements are perfectly good.

Introduction

The Advertising Standards Authority not only monitors over 600 advertisements every month, it ensures compliance with the rules in the strict Code of Advertising Practice.

So when you question an algorithm, they have to justify it to you.

To find out more about the role of the
NHS, please see in the section below.

Information Standards Authority
Department E, Broad House, Tanners
Lane, London EC1M 1PA.



The author is grateful to the members of his laboratory who have contributed to this work.

VIDEO FAST LOADER

The VFL is a revolutionary, fast loading, mass storage device linking your video to your Commodore 64.

Current speeds

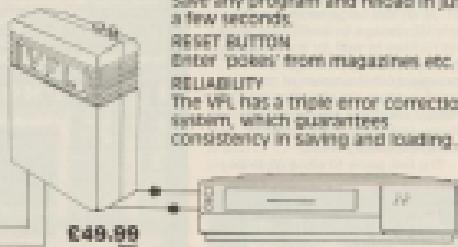
- Video: 640x480 in 16 secs (any game)
- Disk: 200 blocks in 4 secs! - the world's fastest disk serial loader
- Data: 30 blocks, 800ms

WATER FLOW RATE

Store over 64 Mbytes on an E240 video tape (over 1000 frames).

DATA COM

disc COPY
Save a complete copy of a CD-R to
video-tape or disk, in less than a
minute.



FRIEDRICH

BACKUP AND LOAD 64K IN 3.5 SECS. WITHOUT A DISK DRIVE

CONTINUUM

Compatible with any video recorder. Supplied with one metre of lead and connectors to suit your video.

under the 1976 Copyright Act is illegal to make copies of
copyright material without the consent of the copyright
owner. This document does not constitute or constitute
any part of any copyright notice.



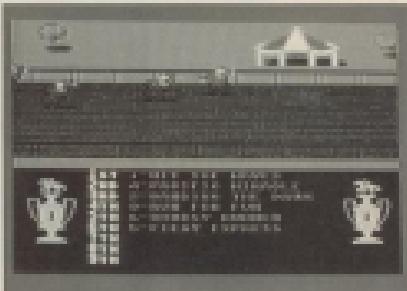
OMNI-PLAY HORSE RACING



MINDSCAPE -
£14.99 Disk

As Lester Piggott might say "Shame isn't a gham about horsh racing, and not takish invasion!"

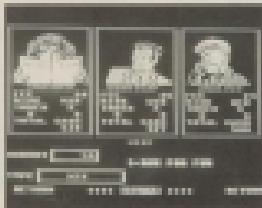
that was Daily Double review in last issue and although Ash thought it was okay, I thought it was a pile of horse whistles, and I have the occasional flutter on the old nags myself. So when Omni-Play Horse Racing finally decided to load on my 1870 I wasn't too impressed...



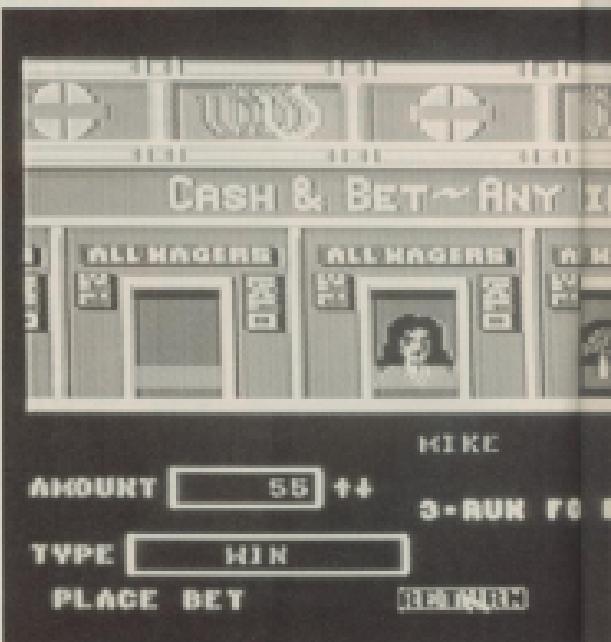
Money, cash it loves it! Gimme more of this bloody stuff! I want to make millions, but how do I get about it? Do I need my body to medical science? Do I buy one of those 'Make Money Quick' books for £5.99 including postage and packaging? Do I rob Tesco and sell that bread on the corner of Camden Lock? I hope, I'll have a little flutter on the horse races, and with the right stakes money grows into a mountain on grass spontaneously!

Unfortunately I've spent the last £14.99 on the horse racing game from Mindscape so that'll have to do, and I'll have to wait for my next pay cheque (or next year's pay to accumulate that amount of money again) to arrive. So it's off to the Letts Pretend racetrack for me and my chums, and we'll all put pretend money on sports horses.

The last game to allow us to do



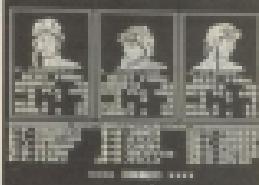
The tips page - The one in the middle looks decidedly dodgy, could he be the editor of YEP? Hops, I think I'll go elsewhere for my inside info.



Fax

Money, Money, Money

The new five pence coins are absolutely disgusting. When I was first given one I thought that I'd been dicked with a foreign coin. But no matter how weird and small and disgusting they are, they can't possibly be as downright nasty as the new five pound notes. Surely the Queen doesn't look THAT old, and who designed the colour scheme, Andy Warhol?



view of any of the first positions, allowing how close the horses were at the winning post.

There are track conditions, and just about everything that has ever happened on the real flats. In Hard

I was nicely surprised though (by the presentation at first) because the amount of options and the ways to play it are very interesting for the punting gambler. For a start, it allows up to four players to participate, and the computer will make up the other bettors (up to the total of twenty) and you can have three difficulty levels to play at, and the win conditions can be set by you (i.e. the first person, or computer player, to reach the target, wins the game). There are Win, Place, Show, Exacta, Quinella, and Triple betting options. You can buy tips from other bettors, and you can even plough through all the form

I think I'll have a Hardog now!



ratings and jockey ratings that you'd want to.

And there are even dazzling options when you have placed your bet and you settle down to watch the race. You can watch from overhead, in which mode you see the horses in number form, or you can watch them the side of the track, only switching to overhead when the horses are going round corners. After the race you can even have a photo-finish

mode, you can even have shoddy horses and jockeys, so even the Faversums might have a particularly bad day.

Orbit-Play has missed a complete game with some excellent graphical sequences, and some exciting gameplay. Its game get better each time, and they are starting to edge ahead of TV. Sports products in their implementation.



What a big cheezy grid! He must be confused, I hope that's my horse or I'm in big trouble.

skorebox



overall **83**

r
e
v
i
e
w

KLAX



not in what order the tiles are placed, whether vertical, horizontal or diagonally, but the crowd seems most pleased by the more exotic approaches.

As the tiles roll towards you, your paddle can move to cover their path.



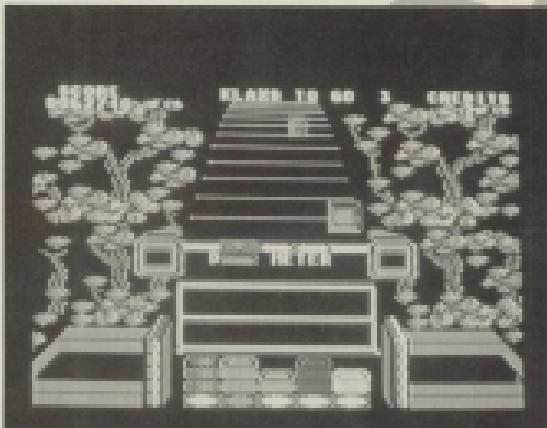
DOMARK -
£5.99 Tandy,
£14.99 Disk

No, KLAX isn't some kind of weird Tropical disease. It's more a way of life.

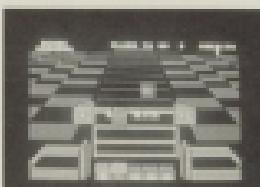
I've got the Klax. Before you retreat to a quarantine zone, let me tell you that Klax is the latest arcade conversion that Domark have brought to the small screen of your 84. And to say that it's absolutely good would be doing it an injustice. In fact it is very stonking indeed.

On the face of it it doesn't sound all that special. A load of tiles are winding their lousy way down an intergalactic conveyor belt. Your task is to stop them from falling into the void by catching them on your paddle and flipping them into a pit. You might think that that sounds easy. Well, it would be of course, if you could just throw them in any old how. But in order to avoid overfilling the pit, you'll need to be devious.

Extract from *Intergalactic Klax Training Manual Volume 3*: "The very nature of the shifting space tiles is in doubt. They are made of some strange compound that has no reaction with other colours, but when exposed to at least two more of its own colour, it will glow brightly and mysteriously disappear... It matters



If you tell me a blackhead again I'll cry, honest I will.



Played!

There are five levels, one for each planet in the pit. The paddle can carry up to five tiles before being overloaded, and each of the pit's five barrels can take up to five tiles each. At the start of each screen the task for that level is set. This might be to score a certain amount of points, survive for a set number of tiles, or just to create a number of Klax. A Klax is three tiles of the same colour in a row. Get four in a row and it counts double, five in a row counts as a triple.

Fax

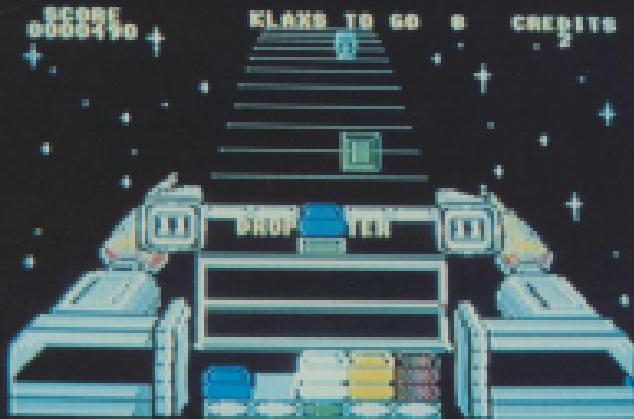
Walk Like an Egyptian

Dromark is a software company, not something that a booker washes off of his rolling pin.

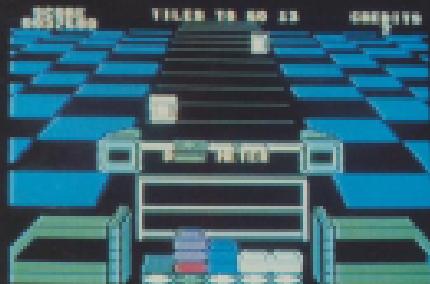
Tiles were first invented by the Ancient Egyptians, but theirs weren't delivered to them on large conveyor belts. Their football team was reputedly the best in the world in 1990 BC. Unfortunately, the World Cup didn't appear until nearly four thousand years later.

As well as a straight line, there are other more exotic shapes. You can make a Big X, which uses nine tiles of the same colour in a huge cross; you can set up multiple shapes which award bonus points. (But should a tile fall over the edge, it gives a little siren and one of the lights on the dispenser lights up. Light all three and it's game over. The game also ends if you fill all of the squares in the pit). Lesser mortals will welcome the credits option that lets you continue on if you die, just like the arcade.

Very nice graphics, although



For a full list, log on to [ew.com](http://www.ew.com)



quite simple as you'd expect, and the sound is very crisp and adds to the feel of the game. If you like solving puzzling games then try it out, you won't be disappointed.

skorebox



overall 93

All Time Favourites



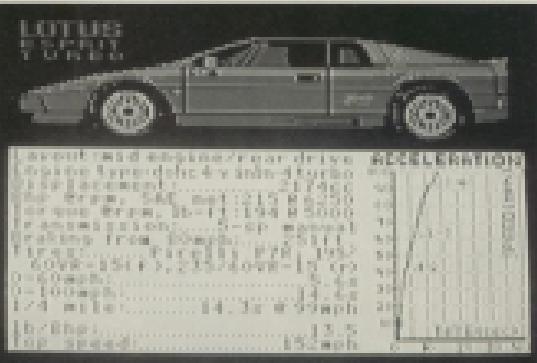
ADDADE -
20.99 Tape,
214.99 Disk

Four for the
price of one?
Surely not! On
page 78, *Business*,

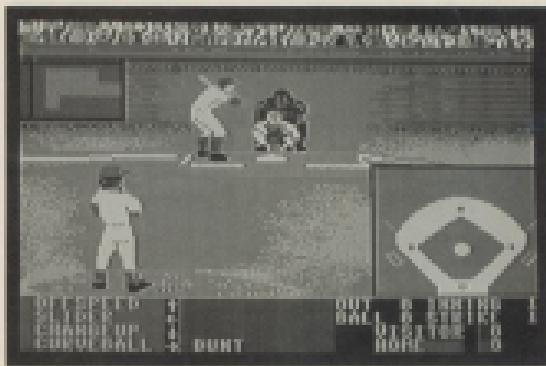
Although Christmas is traditionally the time for good cheer, peace and goodwill to all Mankind, it's surprising that Accolade have decided to be generous in this time. All time-favoured features their great little games for a song. Sorry, that's how Kylie Minogue puts it these. You will have to part with some cash, but not all that much. The four games are Handball, Test Drive, Mini Miss and Apollo 13. Hand Ball is thought that they had done a compilation of sports games. Nope, Apollo 13 put the brakes on that theory.

Test Drive is a classic driving game. If it's you against the clock, the law and the other drivers as you push your high-performance car to the limits of its endurance and speed. The view is from behind the wheel. You'll need to keep an eye on the petrol gauge, the rear view mirror and the rev counter as well as the road ahead if you're going to succeed. Things can get pretty hot behind the wheel of a Porsch or Ferrari so you'll have to learn tact too. At various places along the way there are garages to refuel your tanks. Miss one out and the game over, but pull in and you'll get a welcome respite.

Plants will be quite well grown when 10 m in circumference and 10 m



Now that's what I call a Punk Rap - That's mine.



Per questo ho a dire che non sono, né sarò, un socialista - Mussolini.

Fax

I Like Driving In My Car . . .

"Drive" can also mean "annoy", as in "You drive me mad".

"Min" is a type of small car. "Putt" is the sound of a dog's lunch repeating.

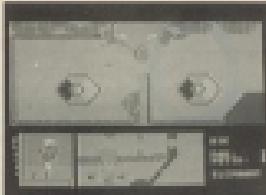
An owl's head can turn almost 360 degrees.

A dog's head can't. Dogs can bark however, whilst owls only hoot.

American National sport, and tries to capture all of the excitement and thrill of the sport, if you've watched the games on Channel 4 you'll know what it's all about. You're going to have to make all of the vital decisions as well as handling the performance of your team directly

via the joystick. It was good in its time but looks dated now.

Min Putt is an odd game. It recreates the dangers and excitement of the crazy golf courses. Don your plaid trousers and peaked caps and go forth with keen eye and sharp putter. All of the classic holes are



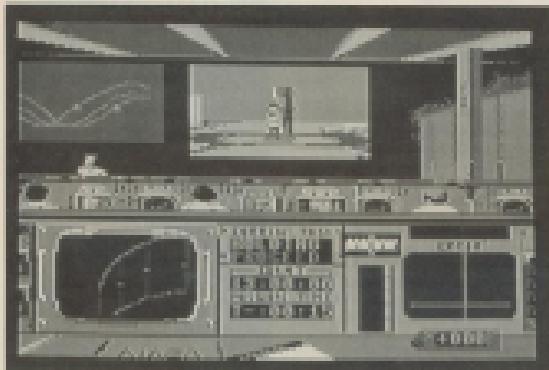
First the truck is in . . . Then out - Min Putt.



there, from the windmill to the loop the loop. The game plays like a golf game, lining up each shot and plugging the power you need to use. Obviously, wind is less of a factor in crazy golf land. There is absolutely no need to shout "POWEE!", unless you want to scare the hell out of your friend as he lines up to take his shot. Good fun.

Finally, Apollo 18 is a space mission. You have to fly to the moon and retrieve a probe which landed there in 1967, and repair in space those satellites that are badly in need of their 10,000,000 mile service. Of course you'll have to collect these first. Each mission has about eight requirements, from take off to re-entry and eventual splashdown. Along the way you'll probably have to try your hand at moonwalking too. I've always found space simulations to be a bit on the bland side, and my opinion hasn't really been changed by Apollo 18.

Certainly not a bad buy. There's better games around, but for the price of one is good value. Worth looking at.



Get ready to travel, let's do the moonlight again - Apollo 18.



A peaceful drive over hydrogyn and robot - Test Drive.

skorebox

1 **N/A** **7**

2 **N/A** **8**

overall **75**

OdD bOds

What's rad? What's cool? What's going down? A bunch of odd foggies like us wouldn't have a clue, but here's a few things we quite like to go along with our cocktails and digestives.

COMICS



Revolver #1
Electroay
£1.60

2000AD offsprings are coming at us fast and fast, and there's more more more... check out then Revolver. Albeit of the "mature reader" (like most of today's "rad" comics), it supplies what it promises. It is reminiscent of the other comics of the ilk (Deadline, A1, and perhaps even Strip) but with one major difference. It is full colour from cover to cover, something that perhaps suggests that it is aimed at a younger readership than originally imagined.

The strips themselves are all notably different from each other, with the intention that they contrast each other favourably. To me though, it looks as if one or two of them were last minute inclusions that stick out like a sore thumb. The high point is undoubtedly Dark, an up-to-date new age version of Dan Dare in a sort of Dark Knight Returns-stance, although the bi-bleu tale Purple Days, based around the exploits of Jim Headbox, is pretty poor in comparison.

Revolver is almost the comic of today, but has a way to catch up with the over-imposing Deadline.

Rik Henderson

Aliens Vs. Predator #1
Dark Horse
\$2.50

The two separate titles, Aliens and Predator, are selling incredibly well, and have been mega successes since their launch. Some would therefore indicate that a team up between them would be one hot move.

And it is for this fact that this comic comes as no surprise to anyone. What does come as a surprise is that humans are also involved in a plot that even the most Contaray Fox would be proud of.

There are three humans seen, and they are: hopefully unlucky, because not only have the Predators decided to play there is war, but the Aliens want a slice of the action too. And in this tale of complete carnage where everybody is an enemy the only thing you are guaranteed will be action.

Artwork is reasonable, and the writing is very good, and it comes at a time when both Predator 2 and Alien 3 have both been announced. Consider what is next though. Dawn meets the Aliens and the Predators, but what's next of the thing, who's closer to the Blob?

Rik Henderson

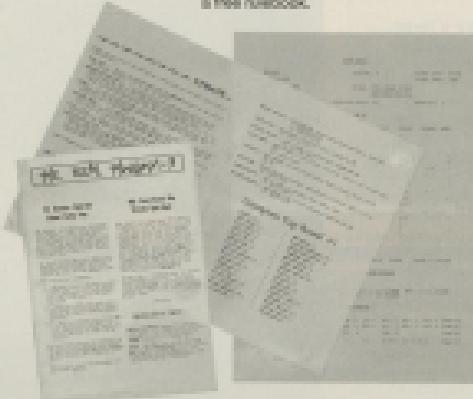


PBM

The Real Thing
Rex Enterprises
28 Gladsmuir Road
London NW9 5JA
£7.45 a season
or 65p a game

Football PBM's are a mainstay of the hobby, and they are increasing in popularity and complexity every year. The most realistic of games so far would have to be The Real Thing, and it is surprisingly also one of the cheapest.

A PBM, for those who are unsure, is a Play By Mail game, a way of playing a game by post. In The Real Thing, you are the manager of a football team and you must guide your team to glory.



against other such managers. At the time of writing, there are two divisions of 12 teams each, and more are to come. Rex Enterprises also states that more leagues will follow once each one is filled.

Turn around (the time in which you will receive each result sheet) is around 3-4 weeks, so patience is a virtue, but unlike football management games on the screen, the thrill of beating a real person is a thrill until next.

A third division is currently being prepared, so if you write to Rex Enterprises mentioning 'PC', you'll receive a free notebook.

Rik Henderson

VIDEO

Back to the Future Part 2 CIC

Now available for rental is the sequel to one of the best-loved films of some time, and it arrives on the eve of the third and final part in the trilogy.

Back to the Future Part 2 is far more complex in plot than its predecessor, but retains all the pace, action and general conflict. Again it stars Michael J. Fox and Christopher Lloyd, and carries on directly where the last one left off. Dr Egon Spengler (Lloyd) arrives back in 1985 to warn Marty (Fox) and his bride-to-be that their future children are in trouble and that they must travel with him to help them.

Noticing they both do, and they find that that future is fraught with just about the same dangers as in their own time. They manage to succeed in what they went to do, but Marty has other plans too, in the shape of a sports almanac detailing all the results of sport events for many years into their own future (a quick, future and he could be rich). This is where things start to go wrong.

The film then fits into time periods:

including 1985, the setting of the original movie. The cameras

history in superb, and at one point there are three Marty McFlys on the screen at one time. The pace is electric, and at times it is hard to keep up, but it's worthwhile to do so, and anyway looking at video you can always return the cassette you don't quite understand.

Rik Henderson



o
d
d
b
o
d
s

GALAXY



ACTIVISION -
£9.99 Tape,
£14.99 Disc

Take a large,
hydraulic
operated
arcade machine with
excellent graphics and
stomach churning action
and take away the large,
hydraulic operated bit, and
the excellent graphics, and
what have you got?

Remember Afterburner, with its excellent hype and little else? Well the sequel in the arcade has this dog, bad jobbie, that ran on wind and jerked around violently, and cost a hefty pound coin in London's Oxford Street? Now Activision, aware the cartoon aspects, has decided that the country has should sample the delights (?) of the original, and the only things that seems to have transferred successfully is the need to have a bucket present after playing, so that you can say hello again to the contents of your stomach.

This is not because the action is frantic, nor is it because you can get a friend to spin you around and shake your chair while you are playing. The result of it is that the colours are the same, and the graphics are so blocky and jerky, that the whole thing is like watching one

MISSION 01

SCORE 10



SHIELD

ENERGY

1077

Being attacked by large ominous blocks isn't what I'm cracked up to be. The Death Star is in a few short miles in the distance, and all they give me is a ship made of Legos!

MISSION 01

SHIELD ENERGY 1000

Penetrate FORTRESS

SHIELD

ENERGY

1000

0010

0720

of those kaleidoscope things that flash just your eyes every nano-second.

To make matters worse there is a plot that would give George Lucas a coronary, and his lawyers a new task, as there is a galaxy that has been taken over by a dark and evil force, called the Fouth Empire (la, la, la, dum dum), and they threaten the future of distant civilisations (phew). There are two planets in the centre of the galaxy that have been taken over by the Fouth Empire (la, la, la, dum dum) and you, as a member of the elite Galaxy Force (brandishing a light sabre, no doubt) must destroy their bases by flying over the planets whilst blowing the smeg out of everyone and everything (who said liberation was easy, or pantsless).

FORCE

003788

Galaxy Easter Egg



ENERGY
LEVEL

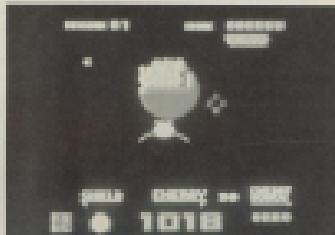
0040

Fax

Ummmm!

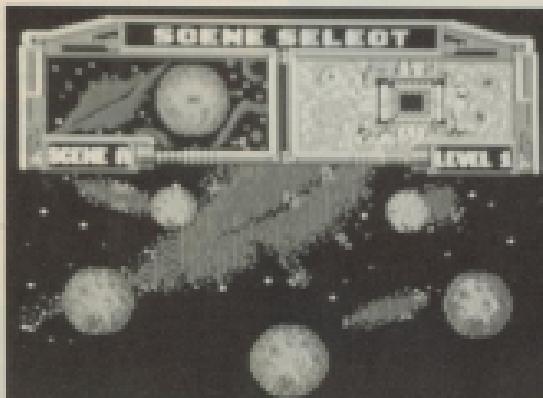
Galaxy is a brand of very famous chocolate and if you eat six Galaxy Easter eggs you'll find that you end up sitting on the toilet with your head over a separate bowl, making peculiar noises, all of the holiday! Venus on the other hand is a terrible record by Don Pablo's Animals, Bananarama, and a band that we can't quite remember.

This is done through your "hands", go everywhere, and swing everything looking for targets to destroy. It's best at your local retailer as it looks onto any enemy, or innocent victim of oppression, allowing you to just keep your finger on the fire button, and wobble the joystick about a bit. If you wobble it fast enough, you'll most probably send the planet, and wipe out the threat of the Pintos (Brigade, da, da, da, dum dum, as that's about the extent of the gameplay, although you can speed your craft up or slow it down with some bent sticks of the joystick bar, but I never bothered and it didn't seem to make much



difference.

If you've ever played Afterburner you'll get my drift, it's very similar, and the gameplay is right on identical. The graphics though are actually worse (if that's possible) and the only saving grace is that the game may have, in its sound, Galaxy Force is the poorest release from Activision for a long while and may provoke it to reconsider such ludicrous arcade conversions.



skorebox



overall

47



US \$19.95 -
£29.95 Tape,
£14.99 Disk

Every four years, the World Cup comes and goes, and so do the related footy games. RIK looks at one of the more accurate ones.

Of all the footy games that hit us this summer Italy 1990 must boast the best presentation. You get a lovely big box, a chance to win a trip to Italy (not, well, required by novel, 50p off a World Cup Joystick, a sponsor if rather small posted, a very glossy world cup book (parallel fits-of-facts) that tells you everything you ever wanted to know about the world cup past and present, and oh yes, there's the game as well.

After all this bang you might be a little wary of what the game is like. I mean, we ALL remember World Cup Carnage, don't we? But yeah, yeah, hence the game is a bit good if you know what I mean.

There are two loads involved on the cassette version, the first is the cool, neat, and dusty selection screen where you get to choose the game options and team you wish to play. Each team has different ability ratings for skill, speed, aggression, and strength, all out of five.

Therefore, on your first attempt at winning the World Cup you might want to try Brazil or West Germany, but when you feel like an expert at it, Cameroon or Costa Rica would be a stiffer challenge. The team selection is cool presentation wise too, as all the home and away shirts, plus the

flags of the nations, are all displayed.

Once this is done the second load takes place and then you are faced with more options in the way of team and formation selection. You have a squad of twenty players (just like the 23 in the real World Cup) to choose the best eleven to fit your chosen formation out of players who all have individual skill, speed, aggression and strength ratings (the game does not require stats). Once this is done they all link onto the pitch with a roar from the fans, but no staff band sounding the national anthems as if they are playing through a kazoo-like in real life, as the players look as if they have been

on steroids for far too long, but at least there are eleven of them, unlike some other games, and they wear the colours that you'd normally find there in.

The player nearest the ball bounces from the colour worn to white and back again almost as if he has lodged his metal studs in a plug socket, but this is a far better method of player recognition than the floating arrow that follows players in other games. And it is in this gameplay section that Italy 1990 performs best. If comparisons were to be made between this and THAT football game (Kick Off, of course) then this would be my choice as the

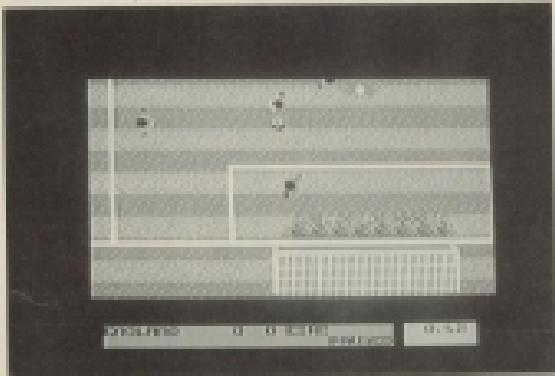
Fax

World in Motion

The lyrics to New Order's World in Motion were written by Keith Allen, who is an alternative comedian and a member of the Comic Strip. He is best known for his portrayal of The Yob. He was also assisted by Craig Johnston, the ex-Liverpool winger who is now sunning it in his native Australia.

better of the two, that is until THAT game's sequel is released pretty soon.

You can do most things that most games allow you to. You can head, kick, head, slide, mithib, mithib, and even run with the ball if you want. This is because unlike THAT game your boots all seem to be clamped in Golden Snug as you kick and turn and the ball sticks miraculously to your foot. There is a provision for balls and goals police and red cards, distributed by a referee in the stands as he is nowhere to be seen on the pitch, and every time there is a ref's decision the scoreboard promptly tells you so. Housie though come few and far between, and this makes any games against Uruguay look very unrealistic indeed. But it is so damn playable that these little inadequacies are nothing. Another nice touch is the extra time and



1990



And the ball's in the air, I think it's all over ...

penalty option if that tough game ends in a draw.

There is little this game doesn't have, although the offside rule is missing yet again, which all adds up for an enjoyable little romp, if a tad limited. I must admit I got through to the semi-finals with Brazil in my way

first play of the game (I didn't even play a practice match), so the simple graphics might be a touch too simple but this is not a problem as

games of this ilk never have too much of a shelf life, it's nearly as good as the real thing although the Brazilians in this version do not practice their amateur acrobatics on the pitch.

skorebox



overall

85





Subscribe now...

here are 3 good reasons why!

YC

Published monthly - **SUBSCRIPTION PRICE £22.40***

Having firmly established itself as the top COMMODORE publication, YC is every 84 gamers' dream. It is crammed full of immediate competitions, spectacular features, fine posters, exclusive reviews, snappy articles and quizzes, and more in EVERY issue. As if this wasn't enough, on the front of each and every magazine is a free cassette full of games, games and more games making the YC the best magazine for Commodore users around!

COMMODORE DISK USER

Published monthly - **SUBSCRIPTION PRICE £33.00***

COMMODORE DISK USER is the answer to every Commodore computer owner's desire. The disk supplied with this magazine contains a variety of ready to use, high quality computer programs - no more lengthy typing in of listings. The scope of the programs is wide, varying from games to business software and high-power disk utilities - and the disk would retail for at least £50.00 if bought independently.

Of course, that isn't all. The magazine, besides containing full and comprehensive instructions for using the disk, is a complete computer journal in its own right, with news, reviews, programming, competitions and general interest features.

YOUR AMIGA

Published monthly - **SUBSCRIPTION PRICE £18.00***

YOUR AMIGA reflects the sophisticated image of the latest machine from the Commodore stable. The magazine content revolves around the powerful visual and audio capabilities of the machine. All of the latest Amiga games are looked at in detail - complete with full-colour screen shots. Extensive coverage is given using the Amiga range of computers in the world of entertainment. All the latest graphics software is dealt with in detail, complete with hints and tips showing the user how to exploit graphics programs to the full. The computer musician will not only find reviews on software, but also coverage on the latest keyboards and music hardware. So, if you're into music, graphics, video or games then you need YOUR AMIGA.

* Rates refer to subscriptions sent post free to UK addresses. Overseas rates on request.

Please commence my subscription to

with this Issue. I enclose a cheque/postal order for £ made payable to **ALPHASITE PUBLICATIONS LTD.** or debit £ from my Access/Visa Card No.

..... Valid from 10

Signature Name

Address

Post code

Cut out and send this form with your remittance to: Subscriptions Manager, Alphashite Publications Ltd., 20 Powers Lane, Kite Farm, Milton Keynes, MK11 0RL.

10

PAINTING THE TOWN RED

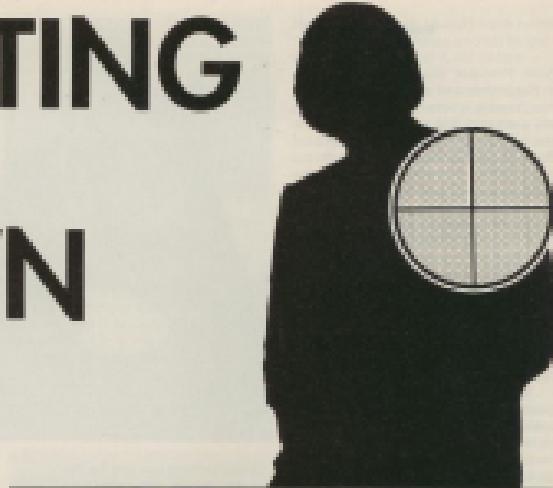
The TC team take on an Eggman team at Terminator indoor paintball. Jeff Davy reports from a small hole.

66 | **Link** It's time for Hell London Supporters to snarl! Homebased in Mag's NC before entering every foot of Londoners. Let's face it, he's a violent psychopath, so he might fight terminator right up his street. And if his street is in Kilburn, North-West London, he'll be even better off. For it is there that urban warriors can engage in a pastime that would thrill any Dulux employee - indoor paintballing.

Terminator is based in a former cinema. The advert says that the venue has been "transformed for specific games use" but it looked more like the new owners arrived one day, painted the whole place black, added some lights and a sound system (jeans music, for the playing off) and turned the place over to paintball-firing partiers. And as long as you're over 18, you can hand over your £15 and join the ranks of amateur killers.

For your cash you can get killed out in a bigger hall (in several sizes, short & happy, medium & happy and large & happy - no problem for the Manchester style conscious), plastic goggles (as worn by school science pupils) and a face mask.

All about as you high-slyde your right to claim in the event of death/injury/future inability to have children (the paintballs hit hard, you get a gun, three tubes of arms



Get on up to it, start one quick squeeze and he'll be spraying paint out of his ears forever.



What are they doing? That better be a McDonald's place or they're in my fruit.

small balls of red paint, which look more like bubble gum than high-squared projectiles) and two Cotton Candy cannisters (which provide the propulsion for the arms). You are also responsible for damage to

the weapons.

All lapped up, you're ready to play. A crowd of people dressed up in ready to do battle with anyone, or anything. A normal urge at this point is to check the gun. **TERMINATOR** - **SHOOT** - **ASAP**! - **ASAP** pack some punch. The paint balls fly as close to the legal maximum speed of 300 feet per second as its make little difference.

What has not been revealed until now is that not only did a NC team travel down to Kilburn, but so did an Eggman team (publications of - 60000, HITS - 'ver compensation'). What's more, they'd played before. On no. Sensible money (about £5.50, an ad in Popular Computing Weekly) was on a "kammege" for NC.

Ushered into the waiting area

Boys and guns, part

(with 'Predator' showing on a screen in the corner and several smoke machines & a pole tilted around we were told that our objective was the capture of the opposing team's flag. We had to find where it had been hidden, run with it (in full view) back to our HQ and look after it until the end of the game. Ex... Right.

The two teams were told off to their respective hideyholes. Our flag was situated in a small room at the top of the corridor at the end of a long corridor, and the team divided into defenders and offenders (that sounds right, most of the YG Editorial staff ought to be locked up). The game began and the latter lot disappeared.

Being in defence during a paintball game is like defence in school football. You get no action for most of the game, although you can hear it, or even see it, in the distance. I could hear the sound of guns firing and hitting other walls or people and the occasional shout of "Marshal - don't shoot" (the neutral

6. Michelle, looking sweet and innocent. You should see her with a gun in her hand.

4. Douglas. What the hell is he doing, we aren't paintballing nor fishing!

3. This is going horribly wrong, his name escapes me too!

2. Chris. Doesn't he look awesome.

1. Ex... Can't quite remember his name! He was good though!



6. Ian. Nobody saw him for the entire game and he came back afterwards with the highest kill ratio.

7. Marcus. He was as confident the entire brought his own gun. They don't allow射擊 though.



Marshall is there to oversee the general followed by gun firing and shattered shards of glass don't shatter, MARSHALL!

God this, I thought after many tense minutes. As the noise soundtrack got more persistent and EMAP stayed as distant as ever, I sat in the room, clutching into a doorway before sliding down the rows of wooden steps where the seats used to be. As the game-time reached its end I was onto the stage - where was the opposition?

I scurried nervously over the smoke-shrouded open area, before descending into the cinema's depths. Around me were the sounds of popping guns and shouting figures. I had a sense of direction, either over a seven foot wall, through what looked like a brick fireplace or through the water room. The hole in the brick looked mighty small so I opted for the water room. I could see

St. Ollie, and if he doesn't look like Pink Adley then YC isn't the best 24 mag.



The EMAP mob, lost!

the door on the other side... The rushing liquid covered my impulsive trainer and I felt it soaking my sock and foot. Cool as well. Fuck.

I opted for the wall. As I tried to power onto it I heard the crackling sound of a gun going off. A paintball smacked into the wall. Scarecrow was aiming at me. I backed and looked about. Another crack and something bounced off my head, unexploded. A lucky escape.

9. Now, looking much like Posie Bee, and looking for some reasons...



9. Now, looking much like Posie Bee, and looking for some reasons...

Had it been open I would have been "dead" for ten minutes and off to the waiting area to enjoy a vid before returning to the fire.

The game then ended. I trudged to the lounge, watching others emerging from their hiding places. No-one could tell who had won, although Group Radio 1 even made an effort to capture the YC flag. Such confusion required that we just had to declare it a glorious YC victory.

The second game was a lot more topical - Hunt Salman Rushdie.

Divided into pairs, it was a knockout tournament. "Salman's Return" (p.s.s. Also, Terminator's Creep) was dead annoyed when successfully hunted - and nicely disqualifying the foursome that got him (no-one mentioned rules against foursomes). I feel bad, I say.

The only real disappointment was finishing after the pub had closed. The YC team were victorious to the end as they left Kilburn - if still sober.

Terminator is at The Old Broadway Cinema - 4 Kilburn High Road, London, NW9 - 0171 208 7127, Open: 7 days a week, stay and shooting. Price: £18 for two. Over 18s ONLY!

10. Rick. Why does he always have to have his mouth open?

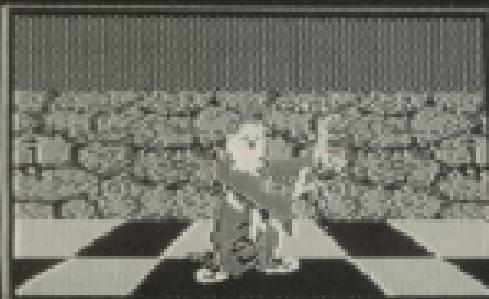
11. Adi. The editor of Your Amiga with the infamous removed skin intact.

12. Jeffrey. The man behind this escapade, and defensive genius.

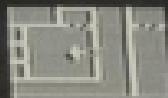
13. Adi. Oh come on, it wasn't that boring!

14. Rick (the photographed). You can't see him, why do you think all the rest were laughing?

MIGHT and MAGIC II



WIZARD EYE

LIGHT
FORCE
FONCECOP
800
800

Expect your friends will be young if you receive one of my magical golden goblets. Right ready to be the ready goblet who dwelt in the cave below.

("Space" to continue)

US GOLD
£24.99 Disk.

Fantasy role playing on the Commodore
will never be the same again.

Might and Magic II is more or less a standard in the tradition of computer roleplaying games. That is, it is a sprawling adventure set in a mysterious land. This land is plagued by many evils (or goods if you're that way inclined) that desperately need slaying (or need). And as a band of heroes adventuring types, you've got the job.

Most roleplaying games have the attraction of building up the power of a group of people, while making

old you hear the one about the Quake with ...

them as rich as possible. Generally speaking, the more advanced into a game you get, the higher your character's "level" becomes. This means that the characters become more adept at handing out large amounts of damage to lots of nasty monsters, scooping up loads of treasures and just romping around the land spreading their influence.

Might and Magic II is typical in that respect. However, it is completely mythical (there's a word for the dog) in as much as it is completely superb in every respect, and is possibly the best role playing game on the 64. I know that I've said that before, but this game is different.

The action takes place in the mythical land of Cera. Cera is more or less the average mythical land, with lots of mythical towns and villages, mythical roads and fields,

and mythical people and monsters. There are literally hundreds of monsters to meet and interact with. Usually this interaction involves a lot of gratuitous violence, but you can bribe monsters or merely run away.

skorebox



overall 95



Fax

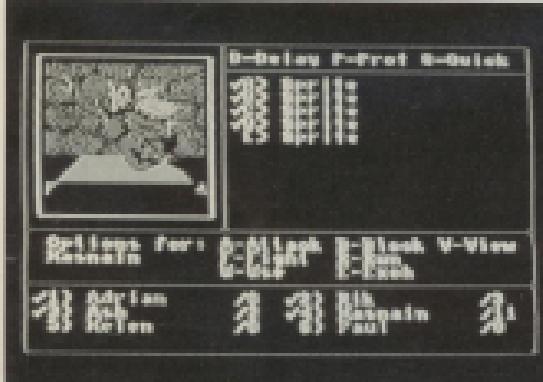
Smelly Wars

Might is another word for strength, whilst magic means superabundance.

Thus, Might and Magic means supernatural strength. As far as we know, Lynx deodorant have no plans to launch either Might or Magic as new additions to their canon.

Your party will need to be created before any violence can occur (after all, you're only doing it for the scrap, so why postmod?). There are pre-created characters of various levels, but it's always more fun to take characters from level one to the top.

Some honours tradition, by the
distinguishing generalising random
numbers for your statistics and you
deciding what to do with them.
Colossal issues of character use
different ways: for example, Flightless
would look at personally selected Charles



Don't wait any longer. The time is now.

West Germany

Once you've assimilated your forces, you have to take them off into the land. You start an iron, where you apparently end up and decide to assimilate together. The rules for putting a party together are very strict, so you can make alignments (good, neutral and evil) if you feel so inclined. However, genuine roleplayers will want to keep their party "pure," either having all good or all evil with the odd neutral. Another nice touch that experienced roleplayers will appreciate is that all specifications, whether good or evil, can use the same words.

The screen display is nice and clear, though it looks a tad cluttered at times. There are windows for virtually everything, including a window of the location that you are in, a list of hit points for the characters and any vital information. Conversation which is somewhat limited, (admittedly) takes place in another window. The party will often meet people who offer quests to the party, and you can decide to take them on or not.

Cooperatively the game is great. The monsters are well-drawn and imaginative. They give a good fight, and you'll have to be careful about what you challenge at first. Assuming that you kill a monster, you'll probably find some treasure. This doesn't come easily either, as it is kept in some sort of traps which may well be sprung. The traps will need to be disarmed if you want a share of the spoils, but boil in this altogether and it's a really exciting game.

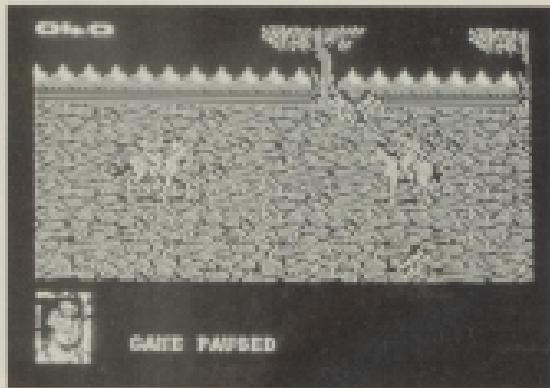
As you progress, the game automatically adjusts itself to cater for your higher level of power. Thus the monsters get more dangerous and bountiful, the puzzles get harder to solve and the treasures get more and more rewarding. If you've ever played a role-playing game then you'll be hooked by this one. It's really down to earth stuff, very playable and addictive. Get out and set it.

DYNASTY WARS

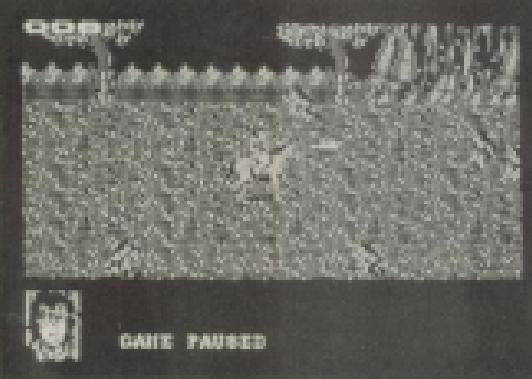


US GOLD -
Price: \$39
(Cass);
\$49.99(Disk)

Da-da-da,
dum-da-da-da,
da-da-da-da-da-da, dum-
dum-da dum-dum-da... Nope,
wrong Dynasty. This game is
not the Joan Collins Simulator but a game of
Oriental battle with sharp
pointy objects and magic
spells. Rumour has it that
horses might well be
involved too. Sorry, I
thought that Joan wasn't in
it?



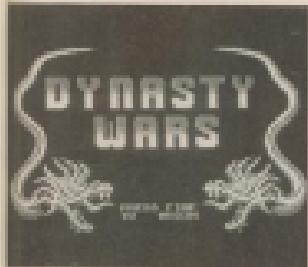
Across the wonderful scenery the
horse did gallop.



And Name did spit from his big whisk and the Master told him to take a rest!

There are four heroes to choose from. They all have silly names, but let's face it, if your enemy was called Young Choc, you'd need a silly name to combat him wouldn't you? Anyway, each person has two separate ratings - physical power and mental power. This affects the amount of severe death that each person can hand out. (Physical power lets you beat the megaball with your chosen weapon, whilst mental power lets you cast lots of magic spells. Generally the higher the mental power the greater the potential power your hero can obtain.)

The game is right to left scrolling. Your chosen hero sits on horseback and gallops across the landscape. Here's where the fun starts, as the Choc's great forces rise up to meet



There's no Genghis here . . .

you. There are little scouts who sneak after you with long knives, trying to slit your throat. There are archers who fire flaming arrows at you. Warriors rush towards you brandishing their broadswords. All of

them can be dispatched with a quick thrust of your weapon which is controlled by a variable power meter. Holding this down and rotating it lets the weapon fly at your enemies.

The maximum power is a devastating slicing thrust. Also by

holding down the power meter until maximum lets you use a special ability if it is highlighted. This power varies from place to place, and might be a fireball or a grenade. These affect your magical ability and drain your physical power. At the end of

Fax

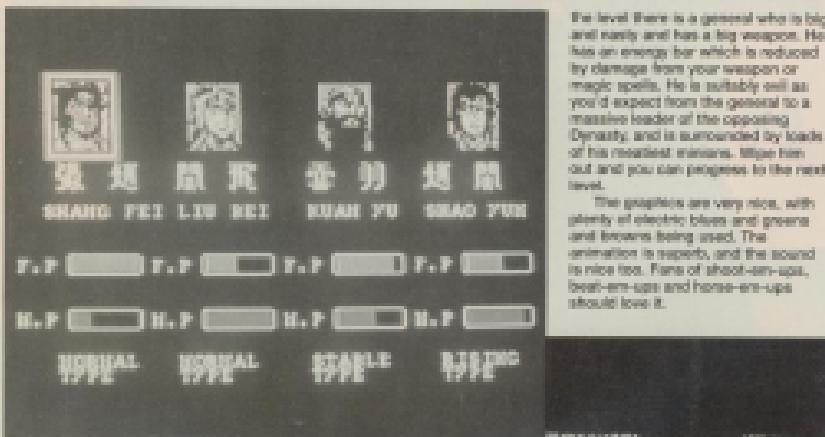
Horse Meat

Shenger, who was kidnapped some years ago, has not been seen since.

Glue is often made from dead horses.

Certain kebab traders use horsemeat.

For an example of horsemeat, see the soap opera Dynasty.



Four ugly mugs to choose from, five including your反射镜.

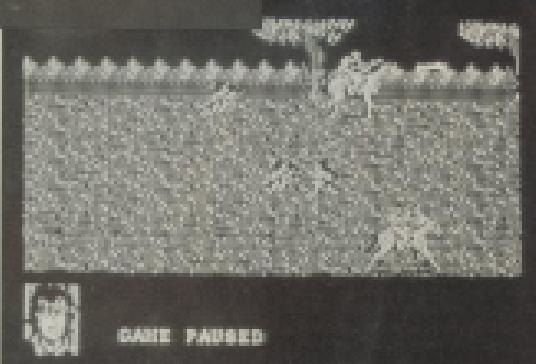
the level there is a general who is big and nasty and has a big weapon. He has an energy bar which is reduced by damage from your weapon or magic spells. He is notably evil as you'd expect from the general to a massive leader of the opposing Dynasty, and is surrounded by loads of his most恶的 envoys. Kill him out and you can progress to the next level.

The graphics are very nice, with plenty of electric blues and greens and browns being used. The animation is superb, and the sound is nice too. Fans of shoot-em-ups, beat-em-ups and home-em-ups should love it.

skorebox

6	8	22	7
5	6	11	8

Overall **84**



Ooo, two hats!

★YC★
POSTER



© 1999 Disney. All Rights Reserved.

BARGAIN BUCKET

ALIENS (US VERSION)

Alternative - £3.99

God, I remember coming out of the cinema at around midnight after watching Aliens. No grumpy dog, or even lampost escaped this hot leather death that my fingers exploded in an effort to simulate the big screen actions. And when Activision released the UK version, expectations were not only high, but fulsome.

The US version was not as accurate in the suspense and sheer horror as its UK counterpart, but, nonetheless, it was, and still is, a great game.

Being multi-load, you will be tingle-free for casting several doubts,

but each of the sections are very playable indeed, and there are passwords for each level that allows you to enter that level at the beginning.

The graphics are typical of American Activision games



(Sheeshbakers, Pifal) and although rather basic, they serve their purposes rather well. The gameplay too is of a high standard. Although the game has none of the dash mad of its big

screen counterpart, now that it's hit a budget price, care of Alternative, it's worth a go as a piece of nostalgia.

BBH



SCORE
78



SCORE
82

Summer - £3.99

Paul Handasyde is long gone, and not many will remember his number one smash hit Am-attack. Consider though, who released this game at full price in the past, certainly did, and had a trilogy of games based upon the hit single lined up. Only one game appeared though, and here it is.

It's not half bad, for a completely random affair, and it comprises of four "training" sections. Each will allow you to display your pigeons



starch muscles and Adrian Turnpenny like reflexes (erm... erm... erm... I've got... erm... good... erm... reflexes).

The first is based on a assault course and is probably the easiest of 'em all. Second is the best, as it is a rifle range that is seen through the sight of your weapon (no arms, from me). This third is a jeep driving section much in the mould of Superboy. And the fourth and final section is hand-to-hand combat with your jet instructor. If the sequel were also available, the game would be a little more worthwhile, but it's a good value buy at £3.99 for almost four complete games!

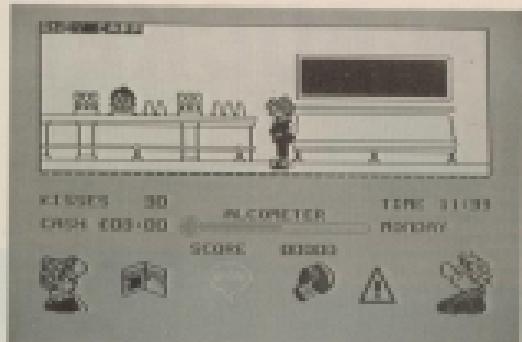
BBH



19 BOOT CAMP

r
e
v
i
e
w

57



ANDY CAPP

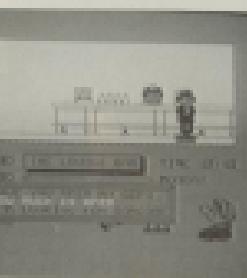
Alternative - £2.99

Yet another remake, yet another big name license, and yet another crappy game hits the streets.

Andy Capp, as I'm sure you already know, is based on the very popular long-running comic strip in the Daily Mirror, and is about as funny, and inventive as its counterpart.

You are the little swelling, wife-cheating, police-slapping but who must raise cash in order to give his/her housekeeping. I have never encountered a game that is quite so slow and boring even though it has pretty girls and plenty of lager.

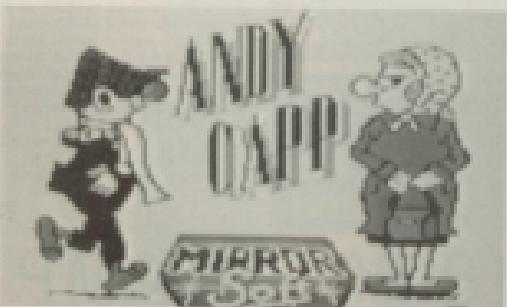
It's a sort of arcade adventure, and the characters are fairly well animated as they pass around the various locations, the backgrounds though are absolutely abysmal and the gameplay is no



funnier it's better than a Mogodon for putting you to sleep. Microsoft were the culprits the first time round, now the company behind for the Mountain Bike Simulator has succeeded to find a worthy successor to the steaming pile of poo drivers. But go much Andy Capp, more Andy... You can guess the rest.

PH

SKORE
10



COUNT DUCKULA

Alternative - £2.99

Alternative was the first budget company to release original big licenses at a budget price, and it has had much success at doing so with Postman Pat and Thomas the Tank Engine being just two, and now Count Duckula (the cartoon spin-off from Dracula) gets the home computer treatment. Programmed by Enigma Variations (now a company in its own right, with several cartoon licenses of its own including up, Count Duckula manages to capture the Coagrove Hall production wonderfully.

Instead of thinking up a new idea and hoping that it would work at a budget price you can be forgiven for reworking an old theme as long as it is done well. And CD is.

The game owes much to the adventure/platform games of the past, and as the foul vampire you must find a magical saxophone in order to transport you back to your beloved home in the darkness.



Segment - £2.99

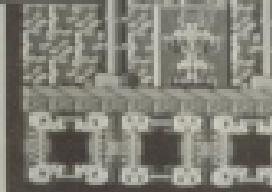
You're probably becoming rather fed up of football games at this very moment so TOUGH!! like we got another one!

This is yet another remake, and my bad memory allows me to visualize a time when I ran home clutching this game after paying the necessary wonga. It promised



dampest Transylvania. This is not as easy as it sounds though, as it is hidden in this enormous pyramid that is infested with bats and immunes (but not as many) to acids.

The graphics are nothing short of superb and are very similar to their animated counterpart (i.e. they move smoothly and logically). The

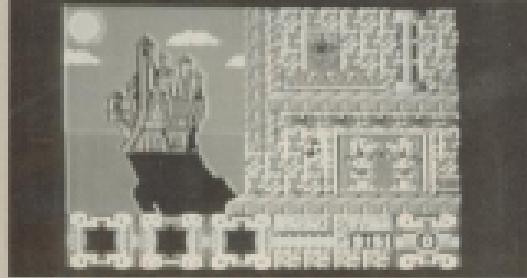


music is beautiful for about two minutes and then the volume control becomes a necessity. A winner though (at a budget price anyway) is normally made up of terrific gameplay and average everything else. Count Duckula has far more going for it.

P-4

SCORE

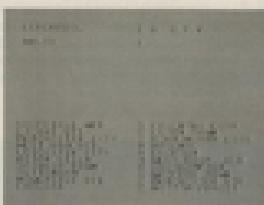
91



THE DOUBLE

the matches were displayed, and when it came to the top matches, well, you had to sit through around half an hour of slow moving graphics just to get to the outcome of your match (or if you've been knocked out already, somebody else's).

This is a real shame cause the basic management structure is superb, with accents not reporting the



skill levels that a player has, but a personal report on how good they think that player is. It's a sort of Trackball Manager on valium.

P-4

SCORE

56



everything that no other footy management game could deliver at that time, and the promises were not unfounded, but there was one tiny wincey prob. THIS GAME WAS SO SLOW!

It took about half a minute for each result to go through the valipoints, and there were results for each game in the three divisions. Even the gates for all

SOOTY & SWEEP

Alternative - £2.99

And now it's a big welcome to the Sooty & Sweep computer show - starring Sooty and his ever-amazing magic wand, that rascal Sweep armed with a sooty water pistol, and good old Goo, who's always around when trouble looks.

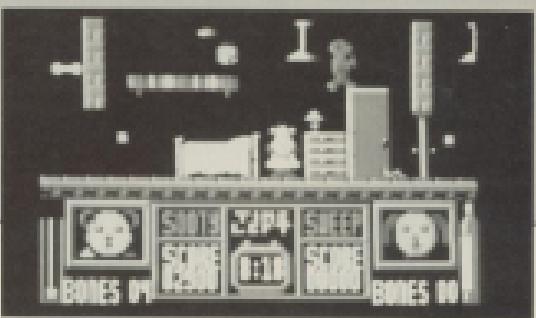
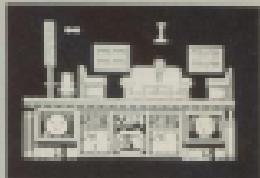
Hop kids, your love terrifies Buffly the bat and he is big trouble now. Matthew is out and that pompous Sweep has not only left his dirty old bones all over the house but he has also left the door to the garden wide open and let all the creepy crawlies creep and crawl all around the house.

So it's "Itzy Wizzy let's get busy!" as you attempt to save the day by collecting up the bones,

which have been left in the most awkward places, whilst avoiding the bugs. And there's about it really. Sooty fun can be had in a two-player game snatching bones off each other or throwing goosy custard pies (something that's always wanted to do to Rich).

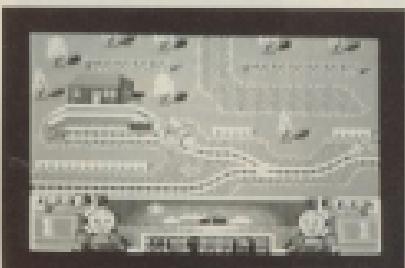
Basically the only magic trick the wand to do would be to wave my magic wand and make this game disappear off current screens. In fairness up inside the gameplay is annoying and incredibly boring. Give me Harry and the TV Show any day!

BG

SCORE
49

Alternative - £2.99

After a hard week's work, full steam ahead, poor Thomas rolled into the station. "I said you could rely on me, I've been such a useful engine," Deamed Thomas to the Fat Controller. "I took the children to the seaside, the medicine to the hospital, the tractor to the broken bridge and delivered the mail, the coal and the oil to the refinery - all before the sun went down this day, just as you told me."

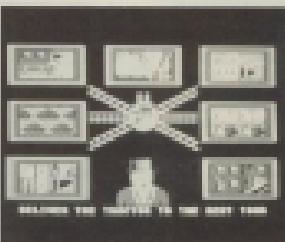


THOMAS THE TANK ENGINE

"Well done Thomas!" Chuckled the Fat Controller, and he rolled down to the village pub to buy his daily 10 pints of soda pop, down a full bag of Thomas' doughnuts from the village bakery and joke over Lemmy the Lampost.

Alternative is certainly on the right track in this endearing little game for 'kids' of all ages as you complete all the tasks whilst avoiding other trains, fallen objects and dodgy corners, with bright and cheery graphics and a bouncy tune. It's all a kid could hope for in a game which not only provides tracks of excitement, and

learning
gained fun, but
also an
international
excuse to play
a game. A
right riveting
ride!

BG
SCORE
85

THE PURPLE PUZZLE PAGE

Why did the monkey fall out of the tree?
He was dead.

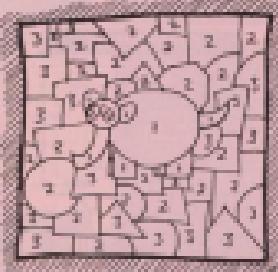
Why did the koala bear fall out of the tree?
Cause he was holding on to the monkey's hand.

Why did the squirrel fall out of the tree?
He thought it was a game.

Colour by numbers

Colour the following numbers
like this: 1=BLACK,
2=BLACK,
3=BLACK.

What have you got
Answer: An empty
box here



Bloop! Here I am
with more puzzles
that'll stretch your
punny human minds
so far that you'll be
new worldwide
flight paths.



Spot the ball

Can you spot the ball in the action picture below?



My first is in Robert but not in Ray,
My second's in nose and also today,
My third is in orange but missing in blue,
My fourth is something that we all
see through.

My fifth is in nose and also in knee,
My sixth is in grass but not in a tree
What am I?

Answer: BORINGUM





£1000 REWARD

THIS DRAWING IS ORGANISED BY
ELSPA

ELSPA
THE FEDERATION
AGAINST SOFTWARE THEFT

ANY INFORMATION ON PIRACY SHOULD BE PASSED TO F.A.S.T. (THE FEDERATION AGAINST SOFTWARE THEFT)

TELEPHONE 071-497 8973

FOR INFORMATION
LEADING TO A
PROSECUTION
& CONVICTION



**PIRACY
IS THEFT**

COMMODORE
C64



THERE WILL BE MOMENTS WHEN YOU'LL WISH YOU HADN'T TAKEN OFF!

F-16 Combat Pilot takes you at the heart
of the heat. The Game Machine

The air between action and mission is deadly
- AGI were AGI - Advanced Computer Entertainment.

F-16 Combat Pilot via family door!
- 5 star game - New Computer Games.

I'm primed for action as my F-16 leaves the runway. This time my mission is to destroy a formation of tanks. Suddenly, threat warning - interceptors closing! I quickly switch daylight mode and turn a Schneider. We both fire at the same time - stuff and a high-g turn out manoeuvres like missiles. If bad impression tells me how not to fly.

F-16 COMBAT PILOT



Flying fast and low I turn my F-16 towards my target. Time to switch on the proxy radar and aim the laser-guided Mavericks. I fire six missiles in rapid succession. Laser automatically locking onto each tank. With fuel burning round me I dive for cover and head for home. Approaching base, I contact the tower and request a takeoff for my night landing.

Over 100 missions from now, many weapons (AIM-9L, AIM-9P,
AIM-9X), 100+ aircraft, 100+ weapons, many more.



by [Digital Integration](http://www.digint.com)

Game Machine
Advanced Computer
Entertainment
Series 12.00